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Ops and Tactics:
Field Identification Guide Volume 1

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Dedications

Craft wishes to thank the following –
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Written and designed by **Craft**, with help from **Colt** and an anonymous editor, and input and approval by **Sweet Soul Bro !!H5XdMKmBv5G**.

Credits

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Monsters and NPCs were written and/or supplied by Craft and Colt. Special thanks to Colt for his proofreading work, suggestions, and refinement of the monster rules and special abilities.

Ops & Tactics created by Sweet Soul Bro !!H5XdMKmBv5G.
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Chapter I

Enemies, NPC and Monster Statistics

Monsters, enemies, and NPCs are vital to any campaign, setting, or world. A world cannot exist without monsters to conquer, people to talk to and interact with, and fill out a world. The sections below will give a GM a multitude of ready to use enemies and monsters. Below is information detailing common sizes, modifiers, typical reach ranges, and fighting spaces.

Size	Modifiers to Defense and Attack Rolls	Grapple Modifiers	Modifiers to Stealth Checks	Dimensions	Weight	Typical Fighting Space	Reach
Colossal	–8	+16	–16	64' or more	250,000 lb. or more.	30' by 30'	15'
Gargantuan	–4	+12	–12	32-64'	32,000-250,000 lb.	20' by 20'	15'
Huge	–2	+8	–8	16-32'	4,000-32,000 lb.	15' by 15'	10'
Large	–1	+4	–4	8-16'	500-4,000 lb.	10' by 10'	10'
Medium	+0	+0	+0	4-8'	60-500 lb.	5' by 5'	5'
Small	+1	–4	+4	2-4'	8-160 lb.	5' by 5'	5'
Tiny	+2	–8	+8	1-2'	16 oz.-8 lb.	2½' by 2½'	0'
Diminutive	+4	–12	+12	6"-1'	2-16 oz.	1' by 1'	0'
Fine	+8	–16	+16	6" or less	2 oz. or less	6" by 6"	0'

Table 1: Creature Sizes

Weight assumes that the creature is roughly as dense as a regular animal. A creature made of stone or metal will weigh much more. A gaseous creature will weigh much less.

Creature Types

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, Base Attack Bonus, Saving Throw Bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the GM will assign values as they deem appropriate. A creature belongs to one of the fourteen types described below. A single creature cannot have more than one type. Table: Creature Saving Throws and Base Attack Bonuses provides the modifiers to a creature's Saving Throws and attack rolls based on its type and Hit Dice.

Creature's HD	Good Save Bonus	Poor Save Bonus	BAB (A)	BAB (B)	BAB (C)
1 or less	+2	+0	+0	+1	+0
2	+3	+0	+1	+2	+1
3	+3	+1	+2	+3	+1
4	+4	+1	+3	+4	+2
5	+4	+1	+3	+5	+2
6	+5	+2	+4	+6	+3
7	+5	+2	+5	+7	+3
8	+6	+2	+6	+8	+4
9	+6	+3	+6	+9	+4
10	+7	+3	+7	+10	+5
11	+7	+3	+8	+11	+5
12	+8	+4	+9	+12	+6
13	+8	+4	+9	+13	+6
14	+9	+4	+10	+14	+7
15	+9	+5	+11	+15	+7
16	+10	+5	+12	+16	+8
17	+10	+5	+12	+17	+8
18	+11	+6	+13	+18	+9
19	+11	+6	+14	+19	+9
20	+12	+6	+15	+20	+10
21	+12	+7	+15	+21	+10
22	+13	+7	+16	+22	+11
23	+13	+7	+17	+23	+11
24	+14	+8	+18	+24	+12
25	+14	+8	+18	+25	+12
26	+14	+8	+19	+26	+13
27	+15	+9	+20	+27	+13
28	+15	+9	+21	+28	+14
29	+16	+9	+21	+29	+14
30	+16	+10	+22	+30	+15
...and so on following the pattern...					

Table 2: Creature Saving Throws and Base Attack Bonuses

Base Attack Bonus (A): Use this column for aberrations, animals, constructs, elementals, giants, sapients, oozes, plants, and vermin.
Base Attack Bonus (B): Use this column for dragons, mystical beasts, and outsiders.
Base Attack Bonus (C): Use this column for fey and undead.

Creature Combat Point Ratings and Size

Below is a chart that is to be used for determining Combat Points for any user-generated generated monsters.

Size	CP (A)	CP (B)	CP (C)
Colossal	3d4	4d4	2d4+2
Gargantuan	3d4+1	4d4+1	2d4+3
Huge	4d4	5d4	3d4
Large	4d4+1	5d4+1	3d4
Medium	4d4+3	5d4+3	3d4+1
Small	5d4	6d4	3d4+1
Tiny	5d4	6d4	4d4
Diminutive	5d4+1	6d4+1	4d4+2
Fine	5d4+2	6d4+3	4d4+3

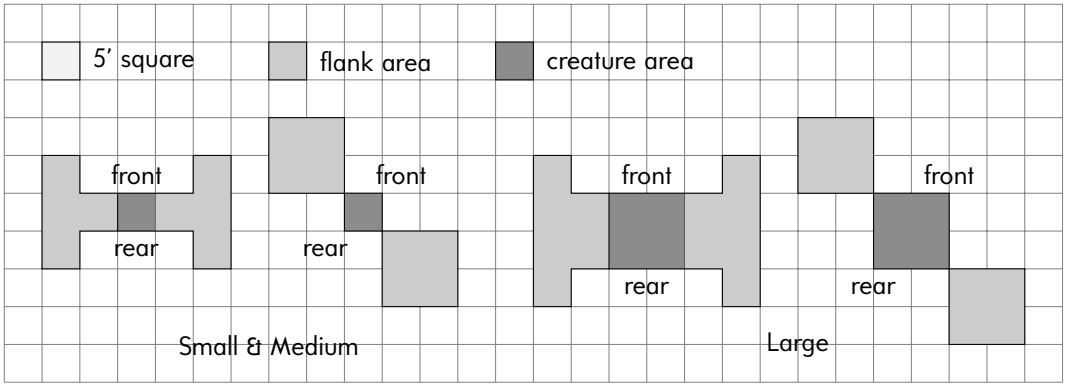
Table 3: Combat Point Ratings by Size

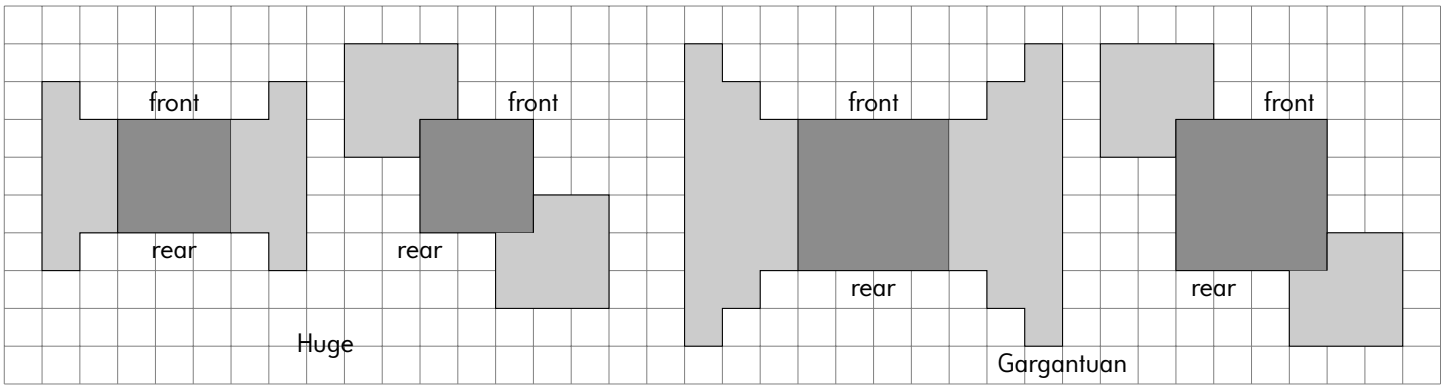
Combat Points (A): Use this column for aberrations, animals, constructs, elementals, giants, sapients, oozes, plants, and vermin.
Combat Points (B): Use this column for dragons, mystical beasts, and outsiders.
Combat Points (C): Use this column for fey and undead.

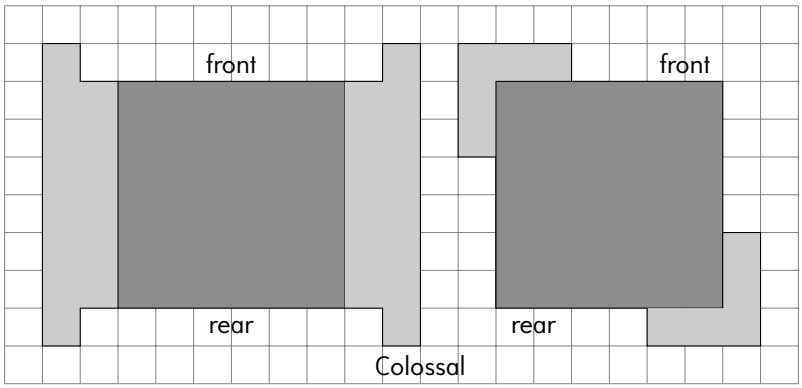
Statistics Block

This portion of a monster description contains basic game information on the creature.

Name, Size, and Type These are the names by which the creature is generally known. (The descriptive text may provide other names.) This line also describes size and type. A size modifier applies to the creature's Defense score and attack bonus. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below). The size and type line continues with the creature's type. Type can determine how Magic, Psionics, and Incantations affect a creature. Type determines certain features, such as Hit Dice size, Base Attack Bonus, base Saving Throw Bonuses, and skill points. A creature's size also determines the thresholds for when it incurs both bleed damage and extremity damage, after any applicable Damage Reductions (see pg. 64 of the Core Rulebook for more details). For creatures sized Medium or smaller, the threshold is 3 damage suffered, Large creatures 6 damage suffered, Huge creatures 9 damage suffered, Gargantuan creatures 12 damage suffered, and Colossal creatures 15 damage suffered.







Hit Dice (HD) This line gives the creature's number and type of Hit Dice, and lists any bonus to its Hit Points from its Constitution modifier or other miscellaneous modifiers. A creature's Hit Dice total is also treated as its Character Level for determining its maximum possible ranks in a skill.

Core Hit Points (CHP) A creature's Core Hit Points are determined by multiplying its number of Hit Dice by 3, and adding its current Constitution modifier plus other miscellaneous modifiers to the result. This calculation is only done once at the monster's creation, and then again when either the monster's Constitution score or its size changes (this usually occurs at the same time). GMs may also recalculate this with every additional Hit Dice if desired. GMs may also adjust a monster's Core Hit Points to what they believe is proper for it, but a monster usually would not have more Core Hit Points than Extended Hit Points (except at low levels). Another option for to calculate the Core Hit Points for certain creatures (such as a specific race of Outsiders, Sapients,

etc…) could be for the GM to create a racial Hit Point formula (i.e. CON score + [a number]) as presented in the Core Rulebook.

Extended Hit Points (XHP) A creature's Extended Hit Points are determined by rolling its Hit Dice and adding its Constitution modifier (and doing so with every additional level or HD it gains), plus other miscellaneous modifiers. A creature's entry gives the creature's average Extended Hit Points.

Combat Points (CP) This line gives the amount of Combat Points that a creature has available to spend per round. If the creature has other modes of movement, these are given in the monster's Special Qualities listing.

Burrow The creature can tunnel through dirt, but not rock unless stated. The creature burrows at a cost of 10 Combat Points per 5 feet unless otherwise noted.

Climb A creature with climb has the Athletics skill as a focused skill, and gains a +8 species bonus on Athletics checks for climbing. The creature must make an Athletics check to climb any wall or slope with a TN greater than 0, but it can always choose to take 10, even if rushed or threatened. The creature can climb per a designated amount of distance at the given Combat Point cost. If it attempts an accelerated climb, it moves at half of the normal Combat Point cost (rounded down) per 5 feet, and makes a single Athletics check at a –6 penalty. The creature retains its Dexterity bonus to Defense while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly This denotes that the creature is capable of flight. All creatures capable of flight include a parenthetical notion indicating maneuverability (see Table: Flight Maneuverability). The creature can fly per a designated amount of distance on a level angle of flight at the given Combat Point cost if carrying no more than a medium load. A creature cannot fly while it is carrying more than the medium load for its carrying capacity unless otherwise noted in its profile (see pg. 8-9 of the Core Rulebook for more details). The creature's flight maneuverability rating (see below) is decreased by one category (to a minimum of Clumsy) for each level of encumbrance over a light load. Unless a creature possesses a Perfect maneuverability rating, a creature must spend a quarter of its total amount of Combat Points (rounded down) to begin flying and cannot do so if it does not have enough Combat Points.

A creature may also choose to hover in place according to its maneuverability rating (see Table: Flight Maneuverability). Even if a creature's maneuverability rating would not normally allow it to hover, the GM may make an exception to the rule if such is needed. Once the creature is flying or hovering, it can move normally as per its rating in Table: Flight Maneuverability and needs only to spend as many of its Combat Points as are necessary to continue flight unless it lands or ceases flight. A GM must determine if a creature actually has enough space in its current location or surroundings to properly utilize its flight and/or hovering capabilities.

If a creature requires the use of special locomotive limbs (such as wings) to fly, these may be targeted and attacked as per the Called Shot rules for attacking an arm in the Core Rulebook (see pg. 79 of the Core Rulebook for more details). If a creature's wings are sufficiently damaged it may no longer fly until it heals at least as much damage as was inflicted to its wings. The GM decides how much damage is necessary to disable flight and how many wings need to be damaged to disable a creature's ability to fly. Creatures that fly can make dive attacks. A dive attack works just like a normal attack, but the diving creature must move a minimum of 30 feet. The creature can make only bite or claw attacks (otherwise it cannot utilize this ability), but these deal double damage. This form of attacking may only be used if the creature has enough Combat Points to perform the attack as if it were on the ground and its foe were within its reach.

Aerial Movement Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, flying gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability rating, as shown on Table: Flight Maneuverability. The entries on the table are defined below.

Minimum Forward Distance The listed fraction denotes the minimum amount of distance that the creature must fly in its turn to stay aloft. The amount of distance needed is rounded down to the nearest 5 feet. An example would be if a griffon can fly 260 feet total using all of its Combat Points in one round, it must fly at least 65 feet (3 of its Combat Points used) within its turn to maintain flight. If a flying creature fails to maintain its minimum forward distance it must land at the end of its movement. If it is too high above the ground to land properly (determined by the GM's best guess to the circumstances), it falls straight down, descending to a maximum 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage based on the distance fallen as per the rules for falling (see pg. 91 of the Core Rulebook for more details). If the fall does not bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a [TN20] Reflex Saving Throw to recover. Otherwise it continues to fall at a maximum of another 150 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover This denotes whether or not a creature has ability to stay in one place while airborne.

Fly Backward This denotes whether or not a creature has ability to move backward without turning around.

Reverse This denotes how many Combat Points that a creature must use to start flying backward.

Turn This denotes the degree of angle that a creature can turn after covering the noted distance. The creature still must use Combat Points to move the required distance.

Turn in Place This denotes the degree of angle and how many Combat Points that a creature must use to turn in place.

Maximum Turn This denotes how much the creature can turn in any one space.

Up Angle This denotes the angle at which the creature can climb if such information is ever needed.

Up Speed This denotes how fast the creature can increase its altitude in one round at its rate of flight distance (i.e. if a creature can fly at a rate of 20 feet per 1 Combat Point, and it has an up speed of "half", it can only increase its altitude at a rate of 10 feet per 1 Combat Point while it is flying). This result, after division, is rounded down to the nearest 5 feet, and to a minimum of 5 feet if the result would render the rate to less 5 feet.

Down Angle This denotes the angle at which the creature can descend if such information is ever needed.

Down Speed A flying creature can fly down at twice its normal flying speed.

Between Down and Up An average, poor, or clumsy flier must fly level for the listed minimum distance after descending and before climbing. Any creature capable of flight can begin descending after a climb without an intervening distance of level flight.

Flight Maneuverability					
	Perfect	Good	Average	Poor	Clumsy
Minimum forward distance	None		Quarter	Half	
Hover	Yes			No	
Fly Backward	Yes		No		
Reverse	Free	2 CP	No		
Turn	Any	90º/10ft	45º/10ft	45º/15ft	45º/20ft
Turn in place	Any	90º/2 CP	45º/2 CP	No	
Maximum turn	Any		90º	45º	
Up angle	Any		60º	45º	
Up speed	Full	Three-quarters	Half		
Down Angle	Any			45º	
Down speed	Double				
Between up and down	0ft		5ft	10ft	20ft

Table 4: Maneuverability

Flight Maneuverability Ratings These provide a brief idea of a flying creature's maneuverability.
Perfect The creature can perform almost any aerial maneuver it wishes (Example: Hummingbird).
Good The creature is agile in the air, but cannot change directions readily as one with perfect maneuverability (Example: Hawk).
Average The creature can fly as adroitly as a small bird. (Example: Sparrow).
Poor The creature flies as well as a very large bird (Example: Vulture).
Clumsy The creature can barely fly at all (Example: Sugar Glider).

Run This denotes that the creature can move on the ground at a high rate of speed. The creature can move on the ground per a designated amount of distance at the given Combat Point cost, but only if it has first moved at the normal Combat Point cost (1 Combat Point per 5 feet) for at least 15 feet in a straight line. Regardless of whether or not a creature moves the full distance that 1 Combat Point allows it to, it always uses at least 1 Combat Point to move. A GM must determine if a creature's current location or surroundings would be conducive to properly utilize this capability, such as a flat plain with few obstacles like a grassy field or a paved road versus the winding corridors of a building or forest with many trees. If not in a conducive location, the creature must move at the normal cost of 1 Combat Point per 5 feet. If a creature must change its course of travel in a drastic manner (such as a 90-degree turn), the creature, after changing its facing toward its desired direction, must move at the normal Combat Point cost (1 Combat Point per 5 feet) for at least 15 feet in a straight line before it can run again. If a creature ends its turn while still running, it counts as still running at the beginning of its next turn and does not have to once more start running. If a creature has suffered extremity damage to one or more of its locomotive limbs (i.e. legs) it may no longer run at its rate of speed and it must move at the normal rate of 5 feet per 1 Combat Point until it heals at least as much damage was inflicted to its locomotive limb(s). In the event of a creature with more than four legs, the GM determines how many locomotive limbs must be damaged to disable this ability. A creature can run while it is carrying more than the light load for its carrying capacity (see pg. 8-9 of the Core Rulebook for more details) but incurs all of the normal penalties for Combat Point usage that a player character would (i.e. a creature that uses 1 Combat Point to run 15 feet and is currently carrying medium load must use 2 Combat Points to run 15 feet), otherwise noted in the creature's profile.

Swim This denotes that the creature is adept at swimming. A creature with swim can move through water per a designated amount of distance at the given Combat Point cost and without making an Athletics check. It gains a +8 species bonus on any swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can swim at a faster rate, moving at half the normal Combat Point cost (rounded down), provided they move only in a straight line. The creature does, however, lose its +8 bonus to perform a special action or avoid a hazard while swimming. The GM determines what constitutes a body of water (or other liquid) sufficient enough in size for a creature to gain any bonuses or utilize this ability.

Structure This line describes the creature's overall form and general shape including other relevant information such as whether or not a creature has other targetable extremities such as tails or wings. In the event that one of a creature's locomotive limbs is damaged, it looses its ability to Run (if applicable, or even swim at normal speed if the GM deems appropriate) and use its Trample ability (if applicable) in addition to the other penalties caused by leg (and possibly arm if applicable) extremity damage. In the event that a creature does have a tail(s) or wings, a tail

counts a a leg and and a wing counts as an arm for the purposes of an attacker's penalty to hit the extremity with a Called Shot attack. Sufficient damage to a creature's tail disables its use as a weapon (if applicable), and sufficient damage to a creature's wing disables its ability to fly unless could still reasonably fly with its remaining wings (generally this would be a creature that possesses at least 4 wings.)

Amorphous (Blob) The creature's body is very malleable and has no definitive shape (except perhaps vaguely round). As such it has no targetable extremities. An amorphous creature tends to be able to deform its body to fit through spaces smaller or more narrow than its general size. As to whether or not an amorphous creature is capable of doing this, and to what extent it could reshape its form, is determined by the GM.

Arthropod The creature's body is like that of various crabs, lobsters, insects, scorpions, spiders, etc. The general bodily structure of these creatures tends to consist of a thorax and/or abdomen (torso), and a number of legs denoted. However, given that there are many different species of arthropods, many of them also have other extremities such as claws, tails, wings, etc. Such information is denoted in the line of information. If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Bipedal (Avian) The creature stands upright and possesses a form like that of a normal bird; with a head, torso, two wings, two legs, and two feet (legs and feet are necessary to use claws or talons, if applicable). If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Bipedal (Humanoid) The creature stands upright and possesses a form like that of a normal human; with a head, torso, two arms, two hands (arms and hands are necessary to use claws or talons, if applicable), two legs, and two feet. Certain dinosaurs can also possess a form similar to this, save for the lack of what would be considered an "upright" stance. If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Quadruped The creature stands on four limbs that act as legs and sometimes like arms. Examples include bears, boars, dogs, lions, etc. Such creatures have a head, torso, two forelimbs (which act as legs and may act as arms in some instances), two fore paws (that may act like hands in some instances and along with arms or forelimbs are necessary to use claws or talons, if applicable), two hind limbs (which act as legs), and two hind paws or feet. If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Snake/Worm-like The creature has an elongated, tube-like and often flexible body usually with no limbs or extremities (save for a head in the case of snakes). The creature's main body is also usually utilized as its main means of locomotion and if it incurs sufficient damage it is treated as if it has locomotive limbs that have suffered extremity damage.

Other/Special The creature has a structure or shape that does not conform to the previously listed types. Relevant information about its form is denoted (i.e. cube-like, etc.).

Initiative This line gives the creature's modifier on Initiative checks.

Defense This is the attack roll result that an opponent needs to exceed to successfully hit the creature. A creature's Defense includes a parenthetical mention of the modifiers contributing to it. The creature's "Touch" Defense (discounting natural armor and other armor modifiers), and "Flat-Footed" Defense (discounting Dexterity bonus) are provided as well. In the event that a Called Shot is used to attack an extremity of a creature, the GM may determine as to whether or not the extremity in question is "armored" or "resistant" enough (based on the GM's best guess if such information has not been denoted) to apply the creature's full Defense bonus or only apply the creature's Touch Defense (as a character with unarmored extremities would if attacked in such a manner) as the score necessary to beat for the attack roll to be successful. By default, a creature's main body (i.e. abdomen/thorax or torso) is considered to be protected by its natural armor. A creature's or player race NPC's Defense is equal to: **10 + Dexterity modifier + Equipment bonus (if applicable) + Size Mod + Movement modifier (if applicable) + Miscellaneous modifiers**.

Base Attack Bonus (BAB) The number on this line is the creature's Base Attack Bonus.

Grapple This line is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. Monsters and player race NPCs calculate their grapple bonus differently from player characters. It is calculated thus: **Base Attack Bonus + Strength modifier + Size modifier + Miscellaneous modifiers**.

Attack(s) This line shows the kinds of attacks that the creature uses. In most cases, this is also the attack the creature uses when making an Attack of Opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). If the creature has several different weapons at its disposal, the alternatives are shown in its profile. The statistics of each of the creature's weapons are noted. Damage from an attack is always at least 1 point, even if a subtraction from a die roll due to a penalty (such as a Strength

penalty) reduces the result to 0 or lower. This does not apply to Damage Reductions or Energy Resistances if such would reduce the damage of an attack to 0 or less. Creatures use the same amount of Combat Points when attacking as characters do. A creature's or player race NPC's attack bonuses are calculated thus:

Melee: **Base Attack Bonus + Strength modifier + Size modifier + Miscellaneous modifiers**.

Ranged: **Base Attack Bonus + Dexterity modifier + Size modifier + Miscellaneous modifiers**.

Natural Weapons Natural weapons include teeth, claws, horns, and the like. The weapon, attack bonus, and form of attack (Melee or Ranged), are provided in a creature's entry. For the purposes of Combat Point use, the size of a creature's natural weapons are considered one size smaller than the creature, to a minimum size of Fine (therefore a Medium creature's natural weapons are considered Small and use Combat Points as a Small weapon does) unless otherwise noted in the description. Unless otherwise noted, natural weapons threaten Critical Strikes on a natural attack roll of 16-18.

Bite The creature attacks with the teeth in its mouth, dealing piercing damage.

Claw, Rake, or Talon The creature attacks with a sharp appendage, dealing slashing damage.

Gore The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slap or Slam The creature batters opponents with an appendage or part of its body, dealing bludgeoning damage.

Sting The creature stabs with a stinger, dealing piercing damage. Stingers are often poisoned.

Space/Reach This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number on this line is the creature's space, or how many feet (on the battle grid) one side of the creature occupies. The number after this is the creature's natural reach. If the creature has exceptional reach due to a weapon or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Qualities Many creatures have unusual abilities. Additional information (when needed) is provided in the creature's descriptive text. When a special ability allows a Saving Throw, the kind of Saving Throw and the Saving Throw TN are noted in the descriptive text. Most Saving Throws against special abilities have TNs calculated as follows: 10 + ½ the attacker's Hit Dice + the relevant ability modifier. The Saving Throw TN is given in the creature's description along with the ability on which the TN is based.

Saves This line gives the creature's Fortitude, Reflex, and Will Saving Throw modifiers. In the event that a Saving Throw modifier is affected or otherwise changed due to equipment or other such means, the modified value will be denoted in parentheses after the original value.

Abilities This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. In the event that a creature's or NPC's ability score is affected or otherwise changed due to equipment or other such means, the original value will be the first value listed and the modified value will follow in parentheses.

Quadrupeds can carry heavier loads than bipeds can (see pg. 8-9 of the Core Rulebook for more details). Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once. A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language.

Nonabilities Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is —. Other effects are as follows:

Strength Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score cannot exert force, either because it has no physical body, or is immobile. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its Base Attack Bonus, instead of its Strength modifier. Monsters and player race NPCs do not have the Focus or Power aspects of the Strength ability score as player characters do; monsters and player race NPCs instead apply their full Strength score modifier to all relevant uses of it (i.e. Melee attack bonuses and bonuses to damage).

Dexterity Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity cannot move. If it can act, the creature applies its Intelligence modifier instead of its Dexterity modifier to Initiative checks. The creature fails all Reflex Saving Throws and Dexterity checks. Monsters and player race NPCs do not have the Agility or Marksmanship aspects of the Dexterity ability score as player characters do; monsters and player race NPCs instead apply their full Dexterity score modifier to all relevant uses of it (i.e. Defense score bonus and ranged attack bonuses).

Constitution Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude Saving Throw unless the Saving Throw also works on objects, or is harmless. The creature is also immune to Ability Damage, Ability Drain, and it always fails Constitution checks.

Intelligence Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions, it is immune to all mind affecting effects and automatically fails Intelligence checks.

Wisdom Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score has no Wisdom score.

A note on Ability Focuses

Player Race NPCs were written lacking in Ability Focuses for Strength and Dexterity primarily due for the sake of simplicity. If so desired however, a GM may assign Ability Focuses to a Player Race NPC as deemed fit based on the ability score modifiers just as a Player Character would, with all of the necessary adjustments to any and all statistics that would be affected by such.

Skills This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor penalties, and any bonuses from feats or racial traits). All listed skills are focused skills. A creature's type and Intelligence determine the number of skill points it has. The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers unless the creature has species or other such relevant bonuses. A parenthetical notation beside the relevant Skill score in the Skills section of the descriptive text indicates a conditional adjustment–one that applies only in certain situations (as is noted).

Natural Tendencies Some creatures simply are not made for certain types of physical activity. If it seems clear that a particular creature simply is not made for (proficient) a particular physical activity, that creature takes a –8 penalty on skill checks that defy its natural tendencies. In extreme circumstances the creature fails the check automatically.

Feats This line gives the creature's feats.

Organization This line is used to delineate typical formations and groups that monsters and NPCs might form. A range of values in parentheses indicate how many combat-ready individuals are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include the young, the sick and/or injured, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures (usually Sapient beings), whom it serves in some capacity. The various formations mentioned need not be interpreted as how many creatures are present at one very specific location (such as a room), but rather how many may be in one general or relative location (such as a building) during a combative or peaceful encounter.

Battle Value (BV) This shows the assumed Battle Value for the creature. This is weighted against the Battle Value of the characters. Battle Value determines the XP the creature gives when defeated.

Calculating Battle Value Battle Value can be somewhat amorphous; it is not always clear what a creature's Battle Value should be in an exact sense. The following method can be used to more exactly determine what a creature's Battle Value should be. Start by adding the creature's number of Hit Dice and its natural armor bonus. From there, add together the Battle Value of its natural and/or manufactured weapons. Natural and manufactured weapon (such as firearms or melee weapons) BV is calculated as per the rules in Table: Encounter Level in the Core Rulebook (see pg. 209 of the Core Rulebook), with an additional 2-3 BV if it possesses at least secondary damage effect such as poison or the ability to trip. Manufactured and worn armor is likewise calculated as in the Core Rulebook (see pg. 209 of the Core Rulebook).

Creature	
Modifier	**BV Worth**
Creature's Character Level/Hit Dice	1×Number of Hit Dice
Creature's Weapons/Special Abilities with damage	
Damage Dice Number	+1 per Dice
Damage Dice Size	
D1, D2, D3	Weapon BV ×1
D4, D6, D8	Weapon BV ×1.5
D10, D12	Weapon BV ×2
...that is a manufactured ranged weapon...	
Refer to Table: Encounter Level on pg. 209 of the Core Rulebook	
...that is a manufactured melee weapon...	
Refer to Table: Encounter Level on pg. 209 of the Core Rulebook	
...that is a natural melee weapon with...	
Reach[1]	+4 BV
Non-standard effect or ability such as Improved Grab, Poison,Trip, etc[1]	+3 BV
Effect that covers an area like an blast radius or a cone[1]	+3 BV
Creature is wearing manufactured armor...	
Refer to Table: Encounter Level on pg. 209 of the Core Rulebook	
Creature possesses natural armor...	
+1 BV per total Defense bonus provided by natural armor	
+1 BV per 2 DR, +1 BV per additional type of DR, [add +5 to overall amount if DR/All][2]	
Other abilities...	
Low-Light Vision	+1 BV
Darkvision	+2 BV
Blindsight, Keen Sight	+3 BV
Scent	At GM's Discretion
Immunity to a certain type of elemental damage	+5 BV per type
Other Miscellaneous Abilities	At GM's Discretion

Table 5: BV Recommendations

1 The Battle Value bonuses of these effects stack

2 These can also apply for Elemental Resistance(s)

After calculating BV from weapons, if a creature has any Spells, Psionic powers, or Incantation recipes, these are added to the overall BV. Individual Scrolls, Spells, Psionic powers, or Incantations usually add 1 BV apiece, but a GM can increase the value if deemed necessary. Special Abilities are added next and include things such as Damage Reduction (which should add 1 BV per 2 DR), Energy Resistance, Low-Light Vision, etc. Special Abilities could add as little as BV 1, to as much as 6 BV or more based on the GM's judgment. Breath Weapons or similar abilities also could add around 4 to 6 or more BV depending on the effects. Once more, this is merely a suggestion as how to calculate a creature's Battle Value. If after the calculation is complete, and the GM (or whomever is calculating the Battle Value) still finds the result to be inadequate, it may be adjusted as is seen fit.

A word to the wise from the authors...

For those readers using this book, the information and table above used for calculating creature Battle Value are merely guidelines for a very fluid process of creation. Indeed, many of the monsters listed throughout this guide required arbitrary adjustments from time to time to ensure a Battle Value that was not over- or underinflated. While some monsters would have possessed higher Battle Values due to certain abilities they possessed, the same monster could have had a lower amount of Hit Points that would make it easier to defeat. If after using the above table to create a monster you still believe that your creature's Battle Value must be adjusted in one direction or another, by all means feel free to do so. Please, do not let details interfere with you creating your own antagonists and running your game.

Calculating Battle Value for Player Race NPCs NPC Battle Value is calculated in the same manner as per the rules in the Core Rulebook, except that NPCs that utilize Magic (at least 3 ranks in a singular Spellschool skill, not including utilization of scrolls), Psionics, or Incantations multiply the value of their current Character Level by 3 and add that result to the BV instead of their actual Character Level.

Advancement This line indicates the increased Hit Dice (and often size) of the creature. The GM can improve a creature by increasing its Hit Dice.

Increasing Hit Dice As a creature gains Hit Dice, many of its game statistics change.

Size Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature's Defense, attack rolls, and grapple checks, as shown on Table: Creature Sizes, as well as physical ability scores and damage, as shown in the descriptions of the creature types. An increase in size can also affect a creature's Combat Point score, as shown on Table: Combat Point Ratings by Size.

Defense An increase in size affects a creature's Defense, as shown on Table: Creature Sizes. An increase in size might also improve a creature's natural armor bonus to Defense, as shown on Table: Adjustments to Physical Abilities and Natural Armor. Note that a natural armor bonus stacks with an equipment bonus from armor.

Attack Bonus Table: Creature Saving Throws and Base Attack Bonuses shows how a creature's Base Attack Bonus improves as it gains Hit Dice. A change in the creature's size also modifies its attack rolls, as shown on Table: Creature Sizes. Both values must be counted when recalculating a creature's attack bonus.

Grapple Modifier An increase in size affects a creature's grapple modifier, as shown on Table: Creature Sizes.

Damage An increase in size also increases the amount of damage a creature deals with its natural weapons.

Creature Size Changes and Damage Dice The damage inflicted by a creature's natural weapon(s) changes when a it increases or decreases in size. Generally speaking, the damage for a creature's natural weapon(s) increases (or decreases) to what is listed in the for the applicable size category of the creature's type or it increases the damage inflicted up to the next size category for the applicable natural weapon. For example, a creature of the Animal type that is Medium in size and has a bite attack that inflicts 1d6 damage, would increase the amount of damage inflicted to 1d8 damage. Likewise, if the same creature decreased in size for some reason, the damage inflicted by its bite attack would decrease back to 1d6.

Another example is a creature of the Animal type that is Large in size and has a natural weapon that inflicts damage below what was normally listed for the size category, such as a bite attack that inflicts 1d6 when it should be 1d8 according to what is listed. That weapon's damage would increase to 1d8 if the creature increased in size. Likewise, if the creature has a natural weapon that inflicts more damage than is usual, the damage that its natural weapon inflicts increases to what is listed for the next size category for that creature's type. If such an increase would increase the natural weapon's damage to above the maximum value listed in a creature type Table, the GM may decide how to adjust the damage dice.

If a creature uses an amount or type of damage dice that are not listed in the Table relevant to its type, the GM makes the decision as to what the damage dice adjustment is. Heretofore it is recommended that any monsters that are created using these rules use the damage dice listed in the creature type tables.

Saves Table: Creature Saving Throws and Base Attack Bonuses shows how a creature's Saving Throw Bonuses improve as it gains Hit Dice.

Ability Scores An increase in size affects a creature's Strength, Dexterity, and Constitution, as shown on Table: Adjustments to Physical Abilities and Natural Armor.

Old Size*	New Size	Str	Dex**	Con	Natural Armor Improvement
Fine	Diminutive	—	–2	—	—
Diminutive	Tiny	+1	–2	—	—
Tiny	Small	+2	–2	—	—
Small	Medium-size	+3	–2	+2	—
Medium-size	Large	+6	–2	+4	+3
Large	Huge	+12	–2	+6	+4
Huge	Gargantuan	+18	—	+8	+6
Gargantuan	Colossal	+18	—	+10	+9

*Repeat the adjustments if the creature moves up more than one size category.

**A creature's Dexterity ability score can never be reduced to below a minimum of 1 due to this adjustment.

If the GM believes that any of these adjustments are too little, or too much, the values may be adjusted as seen fit.

Table 6: Adjustments to Physical Abilities and Natural Armor

Acquiring Character Levels Creatures that acquire a Character Level follow the rules for advancing in level as player characters do. A creature's Character Level is equal to its Hit Dice.

Size Adding Character Levels to a creature only affects its size as noted in the creature's Advancement line.

Feats Creatures with 1 or fewer Hit Dice acquire Character Levels as player characters do, but they gain feats as per their creature type.

Treasure and Equipment This line reflects how much wealth the creature owns, and what equipment or items the creature may be carrying. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items and weapons) tend to carry and use these, leaving bulky items at home.

On rounds and turns There may be some confusion about the words "round" and "turn" and how they are used throughout this book. To alleviate any confusion about this, "round" generally refers to an entire "Combat Round" in which all combatants act in order of their Initiative roll results. After all of the combatants have acted, the combatant that is highest in the Initiative order begins to take actions once again, thus beginning a new combat

round. (see pg. 67 of the Core Rulebook for more details on the Combat Round.)

"Turn," more specifically, means a combatant's place in the Initiative order. For example, a creature with the breath weapon special ability may have a limit as to how soon it may be activated again, such as 1d6 "rounds." "Rounds" in this context would mean that said creature would have to wait a number of full combat rounds (for example, 3 full combat rounds for a dice roll of 3) before it could use the ability again during *its turn* in the Initiative order. It does not mean that the same number of creatures have acted in Initiative order, in their own personal turns before a creature could again activate the special ability.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.
Hit Die d8.
Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).
Good Saving Throws Will.
Skill Points 2 x INT score, plus 2 points per Hit Dice beyond 1 HD.
Feats INT modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Aberrations have the following traits.

Weapon and Armor Proficiency Aberrations receive one of the following as a bonus feat: Archaic Weapons Proficiency (any one of the GM's choice) or Exotic Melee Weapons Proficiency (any two of the GM's choice) if desired by the GM. Aberrations noted for wearing armor gain the Armor Proficiency bonus feat for whatever type of armor they are accustomed to wearing (light, medium, heavy).

Darkvision Most aberrations have Darkvision with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	24d8	2d6	4d8	2d8	4d6
Gargantuan	34-35	10-11	24-25	16d8	1d8	4d6	2d6	2d8
Huge	26-27	10-11	20-21	8d8	1d6	2d8	2d4	2d6
Large	18-19	12-13	16-17	2d8	1d4	2d6	1d6	1d8
Medium	10-11	14-15	12-13	1d8	1d3	2d4	1d4	1d6
Small	6-7	16-17	10-11	1/2 d8	1d2	1d6	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d8	1	1d4	1d2	1d3
Diminutive	1	20-21	10-11	1/8 d8	—	1d3	1	1d2
Fine	1	22-23	10-11	1/16 d8	—	1d2	—	1

Table 7: Aberrations

Animal

An animal is a nonhumanoid creature, usually a vertebrate with no innate capacity for language or culture.
Hit Die d8.
Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).
Good Saves Fortitude and Reflex.
Skill Points 10-15.
Feats None. Animals share the following additional traits.
Weapon and Armor Proficiency Animals are proficient with their natural weapons only. They are not proficient with armor.
Ability Scores Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal.
Low-Light Vision Most animals have Low-Light Vision.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	24d8	2d6	4d6	2d8	4d6
Gargantuan	34-35	10-11	24-25	16d8	1d8	4d6	2d6	2d8
Huge	26-27	10-11	20-21	8d8	1d6	2d6	2d4	2d6
Large	18-19	12-13	16-17	2d8	1d4	1d8	1d6	1d8
Medium	10-11	14-15	12-13	1d8	1d3	1d6	1d4	1d6
Small	6-7	16-17	10-11	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	20-21	10-11	1/8 d8	—	1d2	1	1d2
Fine	1	22-23	10-11	1/16 d8	—	1	—	1

Table 8: Animals

Construct

A construct is an animated object or artificially constructed creature.

Hit Die d10.

Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves None.

Skill Points None.

Feats None.

Constructs have the following additional traits.

Hit Points Constructs retain only Core Hit Points and never have nor gain any Extended Hit Points. Hit Points are calculated in the same manner as would be for Extended Hit Points (of creatures) except that the result is totaled up into the one pool of Core Hit Points.

Weapon and Armor Proficiency Constructs are generally proficient with their natural weapons only but can be made to use manufactured weapons. They can also be made to be proficient with armor if the overall shape or design could reasonably accommodate such.

Ability Scores Constructs have no Constitution score and usually no Intelligence score.

Extra Hit Points Constructs gain extra Hit Points according to size, as shown on Table: Constructs. These extra Hit Points are added to a construct's base Core Hit Point value.

Darkvision Most constructs have Darkvision with a range of 60 feet.

Immunities Constructs are immune to mind-influencing effects and the effects or benefits of poison, sleep, Paralysis, Stunning, disease, narcotics, drugs, pharmaceuticals, or any effect that requires a Fortitude Saving Throw unless the effect also works on objects or is harmless. They are not subject to Critical Strikes, non-lethal damage, bleed damage, Ability Damage, or Ability Drain. In addition, constructs cannot have Mental Limit, cannot utilize Magic, Psionics, or Incantations and are immune to the following: Pepper Spray, Bear Fogger, Tear Gas, Pepper Balls and Pava Balls, all Psionic (Telepathy) attacks, effects, and benefits, all Spellschool (Conjuration) effects that involve the Healing subschool, all Spellschool (Necromancy) spells, and all Incantion (Hex) Incantations.

Unless otherwise noted, constructs do not actually suffer any kind damage to their Core Hit Points from successful attacks against extremities. Instead, once the damaged extremity has incurred enough damage that it would count as being damaged, it no longer suffers damage even if attacked again successfully (but still suffers all of the penalties for a damaged extremity). An exception would be attacks to the head a construct (if it has a discernible head), which would be vulnerable to damage if the main control system being housed there…unless it has a secondary control system in its main body.

Repairable Constructs cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Structural) check [TN30] heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct that loses all of its Core Hit Points is immediately destroyed and cannot be repaired.

Size	Str	Dex	Con	Minimum HD	Extra HP	Slam	Bite	Claw	Gore
Colossal	44-47	6-7	—	24d10	120	4d6	2d6	2d8	4d6
Gargantuan	36-39	6-7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28-31	6-7	—	8d10	40	2d6	2d6	2d4	2d6
Large	20-23	8-9	—	2d10	20	1d8	1d4	1d6	1d8
Medium	12-15	10-11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8-11	12-13	—	1/2 d10	5	1d4	1d2	1d3	1d4
Tiny	4-7	14-15	—	1/4 d10	—	1d3	1	1d2	1d3
Diminutive	2-5	16-17	—	1/8 d10	—	1d2	—	1	1d2
Fine	1	18-19	—	1/16 d10	—	1	—	—	1

Table 9: Constructs

Dragon

A dragon is a reptilian creature, usually winged, with unusual abilities, such as the ability to breathe fire, or other various attacks.
Hit Die d12.
Base Attack Bonus Total Hit Dice.
Good Saves Fortitude, Reflex, Will.
Skill Points 6 + INT modifier per Hit Dice beyond 1 HD.
Feats 1, plus 1 feat per 4 Hit Dice beyond 1 HD.
Dragons have the following additional traits.
Weapon and Armor Proficiency Dragons are proficient with their natural weapons only. They are not proficient with armor.
Darkvision Most dragons have Darkvision with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46-47	6-7	30-31	32d12	2d8	4d8	4d6	4d6
Gargantuan	38-39	6-7	26-27	16d12	2d6	4d6	2d8	2d8
Huge	30-31	6-7	22-23	8d12	1d8	2d8	2d6	2d6
Large	22-23	12-13	18-19	2d12	1d6	2d6	1d8	1d8
Medium	14-15	14-15	14-15	1d12	1d4	1d8	1d6	1d6
Small	10-11	16-17	12-13	1/2 d12	—	1d6	1d4	1d4
Tiny	6-7	18-19	12-13	1/4 d12	—	1d4	1d3	1d3
Diminutive	4-5	20-21	12-13	1/8 d12	—	1d3	1d2	1d2
Fine	4-5	22-23	12-13	1/16 d12	—	1d2	1	1

Table 10: Dragons

Elemental

An elemental is a being composed of a substance, that usually requires a sustenance of emotions to live.
Hit Die d8.
Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).
Good Saves Reflex.
Skill Points 2 x INT score, plus 2 points per Hit Dice beyond 1 HD.
Feats INT modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.
Elementals share the following additional traits.
Weapon and Armor Proficiency Elementals are proficient with their natural weapons only. They are not proficient with armor.
Darkvision Most elementals have Darkvision with a range of 60 feet.
Immunities Elementals are immune to poison, sleep, Paralysis, and Stunning. They are not subject to Critical Strikes or flanking.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	24d8	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	24-25	16d8	4d6	4d6	2d6	2d4
Huge	28-29	6-7	20-21	8d8	2d6	2d6	2d4	1d6
Large	20-21	8-9	16-17	2d8	1d8	1d8	1d6	1d4
Medium	12-13	10-11	12-13	1d8	1d6	1d6	1d4	1d3
Small	8-9	12-13	10-11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	6-7	14-15	10-11	1/4 d8	1d3	1d3	1d2	1
Diminutive	5-4	16-17	10-11	1/8 d8	1d2	1d2	1	—
Fine	5-4	18-19	10-11	1/16 d8	1	1	—	—

Table 11: Elementals

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human-shaped.

Hit Die d6.

Base Attack Bonus 1/2 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves Will.

Skill Points 3 x INT score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + INT modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Fey have the following additional traits.

Weapon and Armor Proficiency A fey receives either Archaic Weapons Proficiency (any one of the GM's choice) or Exotic Melee Weapons Proficiency (any two of the GM's choice) as a bonus feat if desired by the GM. Fey noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy).

Low-Light Vision Most fey have Low-Light Vision.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	8-9	26-27	24d6	2d6	2d8	2d8	4d6
Gargantuan	34-35	8-9	22-23	16d6	1d8	2d6	2d6	2d8
Huge	26-27	8-9	18-19	8d6	1d6	1d8	2d4	2d6
Large	18-19	10-11	14-15	2d6	1d4	1d6	1d6	1d8
Medium	10-11	12-13	10-11	1d6	1d3	1d4	1d4	1d6
Small	6-7	14-15	8-9	1/2 d6	1d2	1d3	1d3	1d4
Tiny	2-3	16-17	8-9	1/4 d6	1	1d2	1d2	1d3
Diminutive	1	18-19	8-9	1/8 d6	—	1	1	1d2
Fine	1	20-21	8-9	1/16 d6	—	—	—	1

Table 12: Fey

Giant

A giant is a Sapient creature of Large size or larger. Giants are known for their great strength.

Hit Die d8.

Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves Fortitude.

Skill Points 6 + INT modifier (minimum 1), plus 1 point per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD. Giants share the following additional traits.

Size Giants must be Large or larger.

Weapon and Armor Proficiency Giants receive either Archaic Weapons Proficiency (any one of the GM's choice) or Exotic Melee Weapons Proficiency (any two of the GM's choice) as a bonus feat if desired by the GM. Giants can wear armor available from the various rule books; these armors have all of the same statistics (such as Damage Reductions, equipment bonuses, Armor Points, etc.), but are appropriately sized for the user and weigh anywhere from twice to four times as much as listed based on the GM's best estimation. Giants noted for wearing armor gain the bonus feat Armor Proficiency with whatever type armor they are accustomed to wearing (light, medium, heavy).

Low-Light Vision Most giants have Low-Light Vision.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	6-7	26-27	28d8	2d6	2d8	2d8	4d6
Gargantuan	38-39	6-7	22-23	16d8	1d8	2d6	2d6	2d8
Huge	30-31	6-7	18-19	8d8	1d6	1d8	2d4	2d6
Large	22-23	8-9	14-15	2d8	1d4	1d6	1d6	1d8

Table 13: Giants

Mystical Beast

A mystical beast is similar to an animal but can have an Intelligence score higher than 2. A mystical beast might possess supernatural or extraordinary abilities, or it might be bizarre in appearance and habits.

Hit Die d10.

Base Attack Bonus Total Hit Dice.

Good Saves Fortitude, Reflex.

Skill Points 2 x INT score, plus 1 point per Hit Dice beyond 1 HD, or 10-15 points if INT score is 1 or 2.

Feats 1 + INT modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Mystical beasts share the following additional traits.

Weapon and Armor Proficiency Mystical beasts are proficient with their natural weapons. They are not proficient with armor unless noted.

Keen Sight Mystical beasts have Darkvision with a range of 60 feet and Low-Light Vision (unless noted otherwise).

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	24d10	2d6	4d6	2d8	4d6
Gargantuan	34-35	10-11	24-25	16d10	1d8	4d6	2d6	2d8
Huge	26-27	10-11	20-21	8d10	1d6	2d6	2d4	2d6
Large	18-19	12-13	16-17	2d10	1d4	1d8	1d6	1d8
Medium	10-11	14-15	12-13	1d10	1d3	1d6	1d4	1d6
Small	6-7	16-17	10-11	1/2 d10	1d2	1d4	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d10	1	1d3	1d2	1d3
Diminutive	1	20-21	10-11	1/8 d10	—	1d2	1	1d2
Fine	1	22-23	10-11	1/16 d10	—	1	—	1

Table 14: Mystical Beast

Ooze

An ooze is an amorphous or mutable creature.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves None.

Skill Points None.

Feats: None.

Oozes share the following additional traits.

Weapon and Armor Proficiency Oozes are proficient with their natural weapons only, but not with armor.

Ability Scores Oozes have no Intelligence score.

Extra Hit Points An ooze has no natural armor rating but is difficult to kill because of its protoplasmic body. It gains extra Hit Points (in addition to those from its Hit Dice and Constitution score) according to size, as shown on Table: Oozes. These extra Hit Points are added to the creature's base Core and Extended Hit Point values.

Immunities Oozes are immune to mind-affecting effects, poison, sleep, Paralysis, Stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to Critical Strikes, bleed damage, extremity damage, or flanking.

Blindsight Most oozes have Blindsight with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Extra HP	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	26-29	24d10	40	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	22-25	16d10	30	2d8	2d8	2d6	1d8
Huge	28-29	6-7	18-21	8d10	20	2d6	2d6	2d4	1d6
Large	20-21	8-9	14-17	2d10	15	1d8	1d8	1d6	1d4
Medium	12-13	10-11	10-13	1d10	10	1d6	1d6	1d4	1d3
Small	8-9	12-13	8-9	1/2 d10	5	1d4	1d4	1d3	1d2
Tiny	4-5	14-15	8-9	1/4 d10	—	1d3	1d3	1d2	1
Diminutive	2-3	16-17	8-9	1/8 d10	—	1d2	1d2	1	—
Fine	2-3	18-19	8-9	1/16 d10	—	1	1	—	—

Table 15: Ooze

Outsider

An outsider is a nonelemental creature originating from some other dimension, reality, or plane.
Hit Die: d8.
Base Attack Bonus Total Hit Dice.
Good Saves Fortitude, Reflex, Will.
Skill Points 8 + INT modifier per Hit Dice.
Feats 1, plus 1 feat per 4 Hit Dice beyond 1 HD.
Outsiders share the following additional traits.
Weapon and Armor Proficiency Outsiders receive either Archaic Weapons Proficiency (any one of the GM's choice) or Simple Weapon Specialist (any one of the GM's choice) as a bonus feat if desired by the GM. Outsiders noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy).
Immunities: Due to their unusual origins, some outsiders may be considered immune to bleed damage or mind-affecting effects if not otherwise specified in their profile information if the GM's deems such qualities reasonable.
Darkvision Most outsiders have Darkvision with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	30d8	4d6	4d6	2d8	2d6
Gargantuan	36-39	6-7	24-25	16d8	2d8	2d8	2d6	1d8
Huge	28-31	6-7	20-21	8d8	2d6	2d6	2d4	1d6
Large	20-23	8-9	16-17	2d8	1d8	1d8	1d6	1d4
Medium	12-15	10-11	12-13	1d8	1d6	1d6	1d4	1d3
Small	8-11	12-13	10-11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	4-7	14-15	10-11	1/4 d8	1d3	1d3	1d2	1
Diminutive	2-3	16-17	10-11	1/8 d8	1d2	1d2	1	—
Fine	2-3	18-19	10-11	1/16 d8	1	1	—	—

Table 16: Outsider

Plant

A plant is a vegetable creature.
Hit Die d8.
Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).
Good Saves: Fortitude.
Skill Points: None.
Feats: None.
Plants share the following additional traits.
Weapon and Armor Proficiency: Plants are proficient with their natural weapons only. They are not proficient with armor.
Immunities: Plants are immune to sleep, Paralysis, Stunning, and mind-affecting effects. They are not subject to Critical Strikes, bleed damage, or extremity damage.
Low-Light Vision: Most plants with visual sensory organs have Low-Light Vision.
Blindsight: Most plants without visual sensory organs have Blindsight with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	24d8	4d6	2d6	2d8	4d6
Gargantuan	36-39	6-7	24-25	16d8	2d8	1d8	2d6	2d8
Huge	28-31	6-7	20-21	8d8	2d6	1d6	1d8	2d6
Large	20-23	8-9	16-17	2d8	1d8	1d4	1d6	1d8
Medium	12-15	10-11	12-13	1d8	1d6	1d3	1d4	1d6
Small	8-11	12-13	10-11	1/2 d8	1d4	1d2	1d3	1d4
Tiny	4-7	14-15	10-11	1/4 d8	1d3	1	1d2	1d3
Diminutive	2-3	16-17	10-11	1/8 d8	1d2	—	1	1d2
Fine	2-3	18-19	10-11	1/16 d8	1	—	—	1

Table 17: Plants

Sapient

A Sapient usually has two arms, two legs, and one head, or a human-like torso, arms, and head. A Sapient has few or no supernatural or extraordinary abilities.
Hit Die: d8.
Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).
Good Saves: Choose one (usually Reflex).
Skill Points: 6 + INT modifier, plus 1 point per Hit Dice beyond 1 HD.
Feats: 1, plus 1 feat per 1 Hit Dice beyond 1 HD.

Sapients share the following additional traits.

Size: Sapients must be Medium-size or smaller.

Weapon and Armor Proficiency: Sapients with at least 1 Hit Die may receive one bonus feat selected from the following list: Archaic Weapons Proficiency (Any) or Light Armor Proficiency.

Keen Sight: Sapients accustomed to living underground may have Darkvision with a range of 60 feet, Low-Light Vision, or both (as noted in their entries).

Size	Str	Dex	Con	Minimum HD	Slam*	Bite	Claw	Gore
Medium	10-15	10-13	10-11	1d8	1d3	1d4	1d4	1d6
Small	6-11	12-15	8-9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2-7	14-17	8-9	1/4 d8	1	1d2	1d2	1d3
Diminutive	1	16-19	8-9	1/8 d8	—	1	1	1d2
Fine	1	18-21	8-9	1/16 d8	—	—	—	1

Table 18: Sapients

*Slam attacks qualify as unarmed attacks that deal non-lethal bludgeoning damage.

Sapient Templates

Below are a list of templates that can be applied to various creatures, or even PC characters.

Werewolf (Template) Natural werewolves are Sapients born with the ability to assume wolf and hybrid forms. A Sapient who contracts lycanthropy after being wounded by a werewolf becomes an afflicted werewolf. Afflicted werewolves can only assume hybrid form.
Template Traits "Werewolf" is a template (inherited for natural werewolves, acquired for afflicted werewolves) that can be added to any Sapient creature. A werewolf uses either the character's or the wolf's statistics and special abilities in addition to those described below.
Hit Dice and Hit Points Same Hit Points (both CHP and XHP) and/or Hit Dice as the character. Sapient characters gain +5 Extended Hit Points per level. Their Core Hit Points remain unchanged.
Combat Points Same as the character.
Defense Same as the character while in standard form. In hybrid and animal form, the creature gains a +2 natural armor bonus. This bonus does not stack with other natural armor bonuses.
Base Attack Same as the character +1.
Attacks Same as the character while in standard form. In hybrid and animal form, a werewolf attacks with its powerful bite, dealing 1d6 points of piercing damage plus its Strength (Power if a Player Character) modifier.

Special Qualities A werewolf retains all the special qualities of the character and gains the additional special qualities listed below.
Alternate Form A werewolf can assume wolf or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the head combines Sapient and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully-grown wolf without any trace of human features. Changing to or from wolf or hybrid form costs 6 Combat Points. Upon assuming either form, the werewolf regains Hit Points as if having rested for a day (applicable to their healing rate). A slain werewolf reverts to its standard form, although it remains dead. Afflicted werewolves find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.
Curse of Lycanthropy Any Sapient hit by a werewolf's bite attack (in wolf or hybrid form) must succeed on a Fortitude Saving Throw (TN 10 + ½ the werewolf's Hit Dice + its Constitution modifier) or contract lycanthropy.
Trip A werewolf in wolf form that hits with a bite attack can attempt to Trip its opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the attempt fails, the opponent cannot react to Trip the werewolf.
Scent This ability allows a werewolf in wolf or hybrid form to detect approaching enemies, sniff out hidden foes, and track by sense of smell.
Damage Reduction 10/All A werewolf in hybrid form ignores the first 10 points of damage dealt by any weapon.
Vulnerabilities Werewolves take triple damage from weapons and ammunition that has been silvered.
Canis Empathy A werewolf can communicate with wolves, dogs, foxes, jackals, and coyotes in any form and gains a +4 species bonus on Presence checks when influencing any affectable creature's attitude. A friendly affect able creature understands and heeds simple commands, such as "wait," "chase," "flee," and "attack."
Darkvision In their wolf and hybrid forms, werewolves have Darkvision with a range of 60 feet.
Saves Same as the character, with a +3 bonus on Fortitude and Reflex Saving Throws.
Ability Scores Werewolves gain the following ability score increases: CON +4, WIS +2. Additionally, a werewolf that assumes hybrid form gains the following additional benefits for as long as it remains in that form: STR +4 , DEX +2.
Skills Same as the character, with a +2 species bonus on Stealth checks, and a +4 species bonus on Perception checks.
Feats Same as the character. A werewolf gains the bonus feats Focused Saving Throw (Will) and Weapon Expertise (Bite).

Lycanthropy as an Affliction When a character contracts lycanthropy through a werewolf's bite attack that deals enough points of damage to inflict bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate), no symptoms appear until the first night of the next full moon (every 28 days). On that night, the afflicted character involuntarily assumes hybrid form and becomes a ravenous beast, forgetting their own identity. The character remains in hybrid form until dawn and remembers nothing about the incident. Creatures immune to disease or are otherwise non biological are immune to the effects of this ability. Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat, they feel an overwhelming rage building up and must succeed on a Control Shape check to resist changing into hybrid form.

Curing Lycanthropy An afflicted character who eats a sprig of belladonna can attempt a Fortitude Saving Throw [TN20] to shake off the affliction. If someone with ranks in the Treat Injury skill administers the herb, use the character's Saving Throw or the healer's Treat Injury check, whichever is higher. The character gets one chance per 30 days. The belladonna must be reasonably fresh (picked within the last week). Fresh or not, belladonna is toxic. A character consuming the herb must succeed on a Fortitude Saving Throw [TN13] or suffer 1d6 points of temporary Strength damage. One minute later, the character must succeed on a second Saving Throw (same TN) or take an additional 2d6 points of temporary Strength damage. Only afflicted lycanthropes can be cured of lycanthropy. Natural lycanthropy cannot be cured.

Control Shape (WIS) Trained Only Any character who has contracted lycanthropy and is aware of their condition can learn Control Shape as a focused skill. This determines whether the afflicted werewolf can voluntarily control his shape. Natural lycanthropes have control over their shapeshifting abilities.

The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming hybrid form. An injured character must also check for an involuntary change after accumulating enough damage to reduce their Hit Point total to ¾ of its full normal value and again after each additional ¼ lost (Saving Throw TN same as for full moon).

Task	TN
Resist involuntary change	25
Return to standard form (full moon*)	25
Return to standard form (not full moon)	20
Voluntary change (full moon*)	10
Voluntary change (not full moon)	15

*For game purposes, the full moon lasts three days every month.

Table 19: Control Shape

Try again?

Check for an involuntary change once each time a triggering event occurs. On a failed check to return to standard form (see below), the character must remain in animal or hybrid form until the next dawn, when they automatically return to standard form.

Special

A character can take 10, but cannot take 16 or 18.

When returning to normal form after an involuntary change, the character attempts a WIS check [TN15] to realize what has happened. If the check succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form, using the appropriate TN. An attempt is a standard action and can be made each round.

An afflicted character who is aware of their condition can also try to return to standard form after assuming animal or hybrid form, using the appropriate TN. Only one attempt is allowed, however, as described above. When in hybrid form or animal form, a character also loses all ability to speak any language they know.

Time

Attempting to control one's shape costs 12 Combat Points.

Undead

An undead is a once-living creature animated by spiritual, supernatural, or other forces. See Table: Undead for physical ability scores, recommended minimum Hit Dice, and damage based on size.
Hit Die: d12.
Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).
Good Saves: Will.
Skill Points: 3 x INT score, plus 2 points per Hit Dice beyond 1 HD.
Feats: 1 + INT modifier, plus 1 feat per 4 HD beyond 1 HD.
Undead share the following additional traits.
Weapon and Armor Proficiency: Undead receive either Archaic Weapons Proficiency (any one of the GM's choice) or Exotic Melee Weapons Proficiency (any two of the GM's choice) as a bonus feat if desired by the GM. Undead noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy).
Ability Scores: An undead has no Constitution score.
Darkvision: Most undead have Darkvision with a range of 60 feet.
Immunities: Undead are immune to poison, disease, and Spellschool (Necromancy) spells. They are not subject to Critical Strikes, bleed damage, non-lethal damage, Ability Damage, Ability Drain, any effect requiring a Fortitude Saving Throw unless the effect also works on objects or is harmless.
Healing: Undead cannot heal damage on their own if they have no Intelligence score. Most undead are destroyed immediately if reduced to 0 Extended Hit Points or less.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	—	28d12	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	—	16d12	2d8	2d8	2d6	1d8
Huge	28-29	6-7	—	8d12	2d6	2d6	2d4	1d6
Large	20-21	8-9	—	2d12	1d8	1d8	1d6	1d4
Medium	12-13	10-11	—	1d12	1d6	1d6	1d4	1d3
Small	8-9	12-13	—	1/2 d12	1d4	1d4	1d3	1d2
Tiny	4-5	14-15	—	1/4 d12	1d3	1d3	1d2	1
Diminutive	2-3	16-17	—	1/8 d12	1d2	1d2	1	—
Fine	2-3	18-19	—	1/16 d12	1	1	—	—

Table 20: Undead

Undead Templates

Below are a list of templates that can be applied to various creatures, or even PC characters.

Ghoul (Template) "Ghoul" is an acquired template that can be added to any living corporeal creature that has flesh (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Type The creature's type changes to undead.

Hit Dice Change Hit Dice to d12 while keeping the number of Hit Dice (or Character Levels) that the creature possessed beforehand.

Defense The base creature's natural armor bonus improves by +2.

Attacks and Damage A ghoul retains all the attacks of the base creature. It also gains a bite attack and claw attacks if the base creature did not already have them. If the base creature did have bite or claw attacks, use the base damage values in the table below or the base creature's base damage, whichever is greater.

Languages A ghoul can read, write, and speak whatever languages it could in life.

Skills Same as the base creature, modified for new ability scores. A sapient ghoul retains the extra skill points afforded to all Sapients.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d6	1d8
Colossal	4d6	2d6

Special Qualities A ghoul retains all the special qualities of the base creature and gains the additional special qualities described below. In the event that the base creature had a special ability that relied on Constitution (such as a breath weapon), use the most recent Constitution Ability Score from before the creature became a ghoul. If the creature should continue to gain Hit Dice, increase the relevant values as normal, but keep the Constitution score (and its modifier) as it was.

Ability Scores A ghoul gains the following ability score increases: STR +2, DEX +2. As an undead creature, a ghoul has no Constitution score.

Create Spawn If a ghoul's prey contracts advanced necrotizing faciitis (see below) from the wounds it has sustained and dies from the disease, it rises 1d3 days later as a ghoul.

Disease A ghoul's bite that deals enough points of damage that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration

spells with piercing damage reduction negate) infects the victim with a supernatural version of streptococcal gangrene (injury; Fort TN14; incubation period 1d3 days; initial damage 1d3 Constitution; secondary damage 1d3 Constitution. If Constitution damage is sustained, a second Saving Throw at the same TN is required; failure indicates that 1 point of the Constitution damage becomes Constitution drain instead). This disease, known as advanced necrotizing faciitis, first manifests as an area of redness on the skin near the wound. Over the course of a few days, the redness becomes severe inflammation. The skin gradually turns dark purple and forms bloody blisters as the disease devours more and more of the victim's flesh. The disease can be arrested completely through amputation of the affected limb, but most doctors prefer to combat it by surgical removal of all the affected tissue as well as some nearby healthy tissue. A successful Treat Injury check (surgery, TN25) halts the disease. The GM should roll the check secretly; if it fails, the disease returns again in 1d3 days.

Saves Same as the base creature, modified by new ability scores.

Scent This ability allows a ghoul to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Undead Ghouls have the traits and immunities common to undead.

Vampire (Template) "Vampire" is an acquired template that can be added to any Sapient creature (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here. Player Characters can also be vampires, either upon creation or by being slain by a vampire's blood drain attack.

Type The creature's type changes to undead.

Hit Dice and Hit Points Monsters with Hit Dice change to d12. Sapient characters that have Core and Extended Hit Points calculate their Extended Hit Points as follows: 12 Extended Hit Points per Character level. Their Core Hit Points remain unchanged. Vampires have no Constitution score.

Movement Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim at its normal rate of speed. A vampire gains +3 Combat Points.

Defense The base creature's natural armor improves by +6.

Attacks and Damage A vampire retains all the attacks of the base creature and gains both a bite attack if it did not already have one. The vampire's bite and slam attacks deal damage according to its size: Fine–Tiny 1, Small 1d3, Medium-size 1d4, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. If the creature in question had bite and slam attacks beforehand, and they possessed a greater amount of damage dice, use the greater amount instead.

Languages Vampires speak, read, and write the languages they knew in life.

Skills Same as the base creature (Sapient creatures that become vampires retain the extra skill points afforded to all Sapients). Vampires receive a +8 species bonus on Perception, Presence, and Stealth checks.

Feats Vampires gain the bonus feats Skill Focus (Perception), Dodge, Improved Initiative, and Focused Saving Throw (Reflex), assuming the base creature meets the prerequisites and does not already have these feats. Human vampires keep the extra feats they gained as a 1st-level character.

Special Qualities A vampire retains all the special qualities of the base creature and gains the additional special qualities described below. In the event that the base creature had a special ability that relied on Constitution (such as a breath weapon), use the most recent Constitution Ability Score from before the creature became a vampire. If the creature should continue to gain Hit Dice, increase the relevant values as normal, but keep the Constitution score (and its modifier) as it was.

Ability Scores Vampires gain the following ability score increases: STR +3, DEX +6. As undead creatures, vampires have no Constitution score.

Blood Drain A vampire can suck blood from a living victim with its fangs by making a successful grapple check and subsequent bite attack. If the vampire stays in Grapple with, or Pins its foe, it drains blood by using it's bite attack (see grapple rules on pg. 78-79 of the Core Rulebook for more details) and can continue to do so until the hold (Grapple or Pin) on its victim is broken. The amount of bleed damage that the creature suffers in its turn, caused by the vampire's bite attack (after any applicable Damage Reductions), heals the vampire for that amount of Hit Points. Core Hit Points are regained first before Extended Hit Points. Most vampires (especially of the humanoid variety) bite a creature's neck in the attempt to drain blood, although, any part of a body with significant blood flow could be targeted. In the event that a creature possesses natural Damage Reduction (Piercing) or is wearing manufactured armor that would provide enough coverage (GM's decision) and applicable Damage Reduction (Piercing) to the part of the body that the vampire is trying to bite, and the armor or natural Damage Reduction would provide enough coverage and ability to stop the bite's piercing damage, the blood drain attempt is rendered completely ineffective. (No more pesky vampires sucking blood through your suit of Mobile Tank Unit armor.)

Create Spawn Any Sapient type creature slain as a direct result of a vampire's bite in conjunction with blood drain attack rises as a vampire 2d10 rounds later. They gain all of the abilities and weaknesses of a vampire.

Damage Reduction 2/All A vampire ignores the first 2 points of damage dealt by any weapon.

Darkvision Vampires have Darkvision with a range of 60 feet.

Fast Healing 2 A vampire heals 2 points of damage each round so long as it has at least 1 Core Hit Point. If reduced to 0 Core Hit Points or lower, the vampire does not heal, and requires at least 3 units (24 oz.) of blood to raise its Core Hit Points back up to 1, at which point its Fast Healing will take over. Core Hit Points are regained first before Extended Hit Points.

Weaknesses A vampire has several weaknesses, described below.

Direct Sunlight and Ultraviolet Flashlights The merest sliver of sunlight or UV light deals 3d6 points of damage to a vampire. A vampire exposed to direct sunlight for 1 full round must succeed on a Fortitude Saving Throw [TN20] or be consumed by fire and destroyed utterly. Flashlights that emit UV light deal 1d6 points of damage per round to a vampire.

Fire Vampires have a weakness to fire, taking double damage by any weapon or ammunition that deals fire damage.

Silver Silver weapons that deal slashing, piercing, or ballistic damage are extremely effective, dealing three times the normal amount of damage to a vampire.

The Thirst A vampire must deal at least 2 points of damage through its Blood Drain ability every day, or consume 2 units (16 oz.) of blood every day, or lose its Damage Reduction, Fast Healing, and Darkvision abilities, but keep all of its weaknesses.

They also lose 1 Core Hit Point for every day they do not feed. A vampire gains its abilities back when it meet these requirements, and stops losing Core Hit Points.

Curing Vampirism Vampirism can be cured by an arduous, and painful application of silver nitrate. The vampire must refrain from drinking blood for two weeks, and take silver nitrate once a week. After completing these actions, a vampire is cured of vampirism. It the case of a character, it regains its original Constitution score, with a –3 permanent Constitution damage penalty, a –4 permanent Strength damage, and a –8 Dexterity damage. The character also loses all vampire abilities and weaknesses.

Skeleton (Template) "Skeleton" is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to hereafter as the base creature). A skeleton uses all the base creature's statistics except as noted here.
Type The creature's type changes to undead.
Hit Dice Change Hit Dice to d12 while keeping the number of Hit Dice (or Character Levels) that the creature possessed beforehand.
Movement Same as the base creature. Winged skeletons cannot use their wings to fly.
Defense A skeleton's natural armor bonus to Defense changes to a value based on its size: Tiny or smaller: 0, Small: 1, Medium-size: 2, Large: 3, Huge: 4, Gargantuan: 6, Colossal: 10.
Attacks and Damage A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that cannot work without flesh. A creature with hands gains a claw attack. A claw attack deals damage depending on the skeleton's size (use the base creature's claw damage if it is greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8. If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if it is better. Other natural and manufactured weapons deal damage normally.
Saves A skeleton's Saving Throw modifiers are based on Hit Dice.
Ability Scores A skeleton gains the following ability score increase: DEX +2. In addition, a skeleton has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.
Skills A skeleton loses all skills.
Feats A skeleton loses all feats except those that confer armor or weapon proficiency (such as Archaic Weapons Proficiency, Armor Proficiency, Exotic Firearms Proficiency, Exotic Melee Weapons Proficiency, and Personal Firearms Proficiency). A skeleton gains the feat Improved Initiative.

Special Qualities A skeleton loses all of the base creature's special qualities except for immunity or resistance to specific energy types. In addition to gaining the undead type, a skeleton has special immunities.

Skeleton Immunities A skeleton has cold and electric immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, ballistic piercing, piercing, plasma, slashing, or bludgeoning damage inflicted specifically by unarmed strike weapons.

Undead Skeletons have the traits and immunities common to undead.

Zombie (Template) "Zombie" is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature.) It uses all the base creature's statistics and special abilities except as noted here.
Type The creature's type changes to undead.
Hit Dice Change to d12 while keeping the number of Hit Dice (or Character Levels) that the creature possessed beforehand.
Movement If the base creature could fly, its maneuverability rating as a zombie drops to clumsy.
Defense A zombie's natural armor bonus to Defense increases to a value based on the zombie's size (but use the base creature's natural armor bonus, if it's higher): Tiny or smaller: 0, Small: 1, Medium-size: 2, Large: 3, Huge: 4, Gargantuan: 7, Colossal: 11.
Attacks and Damage The zombie retains all the natural attacks and manufactured weapons of the base creature, but loses any weapon proficiency feats. A zombie also gains a slam attack. A slam attack deals damage depending on the zombie's size (but use the base creature's slam damage if it's greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. Other natural or manufactured weapons deal damage normally. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack (add 1½x STR modifier).
Saves A zombie's Saving Throw modifiers are based on Hit Dice and given in Table: Creature Saving Throws and Base Attack Bonuses.
Ability Scores A zombie's ability scores change as follows: STR +2, DEX –2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.
Skills The zombie loses all skills.
Feats The zombie loses all of the base creature's feats and gains the Toughness feat.

Special Qualities A zombie loses all of the base creature's special qualities except for immunity or resistance to specific energy types. A zombie may retain any or all of the base creature's extraordinary abilities, at the GM's discretion. In addition to gaining the undead type, a zombie has the following special quality:

Headshot Any successful attack aimed at the head of a zombie causes a Critical Strike, even though zombies are normally immune to Critical Strikes. A successful Critical Strike that inflicts damage of one third or more of the zombie's remaining Core Hit Points (rounded up) kills a zombie instantly. If the attack inflicts less than one third of a zombie's remaining Core Hit Points, the damage is dealt as normal.

Undead Zombies have the traits and immunities common to undead.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. See Table: Vermin for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves: Fortitude.

Skill Points: 10-15.

Feats None.

Vermin share the following additional traits.

Weapon and Armor Proficiency: Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores Vermin have no Intelligence score.

Potent Venom Medium-size or larger venomous vermin get a bonus to the Saving Throw TN of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10.

Darkvision Most vermin with visual sensory organs have Darkvision with a range of 60 feet.

Blindsight Most vermin without visual sensory organs have Blindsight with a range of 60 feet.

Immunities Vermin are immune to mind-affecting effects. In addition, vermin cannot utilize Magic, Psionics, or Incantations.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	26-27	24d8	2d6	4d6	2d8	4d6
Gargantuan	34-35	10-11	22-23	16d8	1d8	4d6	2d6	2d8
Huge	26-27	10-11	18-19	8d8	1d6	2d6	2d4	2d6
Large	18-19	12-13	14-15	2d8	1d4	1d8	1d6	1d8
Medium	10-11	14-15	10-11	1d8	1d3	1d6	1d4	1d6
Small	6-7	16-17	8-9	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2-3	18-19	8-9	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	20-21	8-9	1/8 d8	—	1d2	1	1d2
Fine	1	22-23	8-9	1/16 d8	—	1	—	1

Table 21: Vermin

Special Abilities

Special abilities are extraordinary abilities that creatures are given, that allow them to perform extraordinary feats.

Ability Score Reduction

Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary.

Permanent Ability Drain

This effect permanently reduces a living opponent's ability score when the creature hits with the attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent Ability Drain scores a Critical Strike, it drains twice the given amount. Some Ability Drain attacks allow a Fortitude Saving Throw with a TN of 10 + ½ draining creature's HD + draining creature's Charisma modifier (the exact TN is given in the creature's descriptive text). If no Saving Throw is mentioned, none is allowed.

Temporary Ability Damage

This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes Ability Damage scores a Critical Strike, it inflicts twice the given amount. Temporary Ability Damage returns at the rate of 1 point per day.

Blindsight

Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a creature with sight. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its Blindsight ability.

Breath Weapon

A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex Saving Throw for half damage with a TN equal to 10 + ½ breathing creature's HD + breathing creature's Constitution modifier (the exact TN is given in the creature's Species Traits). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Constrict

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction

The creature ignores a certain amount damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly. The creature takes normal damage from energy attacks, and supernatural abilities. The entry indicates the amount of damage ignored. For the purposes of certain types of ammunition and the effects thereof, a creature that has Damage Reduction against the Ballistic type of damage is counted as being armored against it. A creature with a Damage Reduction against all types (i.e. Damage Reduction (10/All)) still takes damage from elemental sources such as (Acid, Fire, Concussion, etc.) and only reduces damage from such sources if it has the corresponding Energy Resistance. Even with natural Damage Reduction, creatures still suffer bleed damage if the necessary conditions are met as per the rules in the Core Rulebook (see pg. 64 of the Core Rulebook for more details) or for other sizes of creatures as listed within this rule book (pg. 5) unless the the creature is wearing manufactured armor with applicable Damage Reductions.

A note on Unarmed Strike attacks

In this book there are a number of monsters (most) that lack Damage Reduction against bludgeoning damage, which can be caused by unarmed strike attacks. Due to the relatively unbelievable idea (in a book with dragons and griffons no less) that something like a dragon could be beaten into submission by the hands and feet of a normally sized humanoid might be too much for the GM or players to suspend their disbelief. Therefore, there is a way that such a situation may be avoided:

- If the creature using an unarmed strike attack (primarily player race characters and NPCs) is at least a single size category smaller than, and has a Strength ability score of at least 5 less or lower than the Strength or Constitution ability score of creature or target it is attacking, the unarmed strike attack is completely ineffective. The larger creature being attacked may use whichever ability score is most advantageous to it for the purposes of this rule.

The GM may use both of these methods or whatever is most advantageous to the creature or monster that is being controlled. A GM may allow certain exceptions to this rule for the purposes of Called Shot attacks to certain areas of a creature's body (such as a bear's nose or snout), based on the GM's best decision or guess as to whether or not the unarmed strike attack would still be of any use in affecting the creature.

Darkvision

The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

Fast Healing

The creature regains Hit Points at an exceptionally fast rate, usually 1 or more Hit Points per round. Fast Healing usually stops working when a creature is reduced to –10 Core Hit Points or fewer. Except as noted here, Fast Healing works just like natural healing; Core Hit Points are restored before Extended Hit Points. Fast Healing does not provide any benefit against attack forms that do not deal Hit Point damage. Fast Healing also does not restore Hit Points lost to starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach severed body parts.

Fear Aura

A fear aura either operates continuously or can be used at will. In either case, it cost no Combat Points. This ability can freeze an opponent or cause opponents to become Panicked. Other effects are possible. Negating the fear effect requires a successful Will Saving Throw with a TN equal to 10 + ½ fearsome creature's HD + fearsome creature's Charisma modifier (the exact TN is given in the creature's descriptive text).

Gaze

A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of Saving Throw for a gaze attack varies, but it is usually a Will or Fortitude Saving Throw. The TN is equal to 10 + ½ gazing creature's HD + gazing creature's Charisma modifier (the exact TN is given in the creature's Species Traits). A successful Saving Throw negates the effect. Each opponent within range of the gaze attack must attempt a Saving Throw each round at the beginning of their turn. Opponents can avoid the Saving Throw by averting their eyes or by using a barrier to sight. During monster creation this effect may be so construed as to not be carried through image equipment (such as video transmission or night vision, thermal, etc, goggles and or other such similar equipment) nor affect opponents or creatures that are blind or otherwise cannot see (this information should be denoted in the description for this ability in the monster's profile). Further, this ability does not effect inorganic or otherwise non living creatures.

Averting One's Eyes

The opponent avoids looking at the creature's face and instead looks at its body, watching its shadow, tracking it in a reflective surface, or the like. Each round, the opponent has a 50% chance to not need to make a Saving Throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent. An opponent that cannot see the creature at all cannot be affected by its gaze attack. This can be accomplished by turning one's back on the creature, shutting one's eyes, or wearing a blindfold or head covering that prevents sight. Any effects of the gaze itself cannot video feeds or other similar methods. The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as a ranged attack for 6 Combat Points by choosing a target within range. That opponent must attempt a Saving Throw but can try to avoid the gaze as described above. Thus, a target may need to roll a Saving Throw against a creature's gaze twice during the same round: once before the target's turn and once during the creature's turn. A creature is immune to its own gaze attack unless otherwise noted.

Improved Grab

If the creature hits with a melee weapon it deals normal damage and attempts to start a grapple (if it chooses), doing so without provoking Attack of Opportunity. No initial Touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using improved grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks but is not considered Grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal additional damage unless the creature also has the constrict ability (see above). If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke Attack of Opportunity. The creature is not considered Grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Low-Light Vision

A creature with Low-Light Vision can see twice as far as normal in poor lightning conditions. The creature can still distinguish colors, even in dim lighting.

Poison

Poison attacks deal initial damage, such as temporary Ability Damage (see above) or some other effect, to the opponent on a failed Fortitude Saving Throw. Unless otherwise noted, another Saving Throw is required 1 minute (10 rounds) later (regardless of the first Saving Throw's result) to avoid secondary damage. The Fortitude Saving Throw against poison has a TN equal to 10 + ½ poisoning creature's HD + poisoning creature's Constitution modifier (the exact TN is given in the creature's Species Traits). A successful Saving Throw negates the damage. Poisons are noted on the creature's details.

Regeneration

This ability allows the creature to regenerate from most types of damage. Damage that the creature is specifically vulnerable to deals damage with every successful attack. Such damage cannot be regenerated. Regeneration does not provide any benefit against attack forms that do not deal Hit Point damage. Core Hit Points are restored before Extended Hit Points. Regeneration allows extremity damage to be healed without special healing methods (extremities heal when the amount of damage that was inflicted to it is regained), and stops bleeding at the rate of 1 bleed

damage per 3 rounds. Unless otherwise noted, creatures with regeneration cannot be killed due to bleed damage unless the amount of bleed damage dice exceed half of the creature's full Core Hit Point and Extended Hit Point amounts, rounded down (i.e. a creature with 30 CHP and 50 XHP and has incurred 35 bleed damage dice). Regeneration also does not restore Hit Points lost to starvation, thirst, or suffocation. Regenerating creatures can regrow and reattach severed body parts. Severed parts that are not reattached wither and die normally. Regeneration continues to work no matter how low the creature's Hit Points drop (unless otherwise noted), restoring lost Hit Points from any damage other than from damage types of which the creature is specially vulnerable.

Resistance to Energy

The creature ignores some damage of the given energy type (Acid, Cold, Electricity, Fire, or Concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored.

Scent

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the Scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range. When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. If it moves within 5 feet of the source, the creature can precisely pinpoint that source.

A creature with the Scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical TN for a fresh trail is 10 (no matter what kind of surface holds the scent). This TN increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the TN increases by 2. The ability otherwise follows the rules for the Track trick of the Animal Handling skill (see pg. 19-20 of the Core Rulebook). Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Unless otherwise noted, all creatures with the Scent special quality have a +8 bonus on Perception checks made to detect a scent.

Swallow Whole

If the creature begins its turn with an opponent held in its mouth (see Improved Grab, above), it can attempt a new grapple check as if attempting to Pin the opponent. If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered Grappled, while the creature swallowing is not. For the purposes of attacking a monster from the inside, the swallowed creature(s), may still attack at no penalty even if they are counted as being Pinned, unless otherwise noted. A swallowed opponent can try to cut its way free with any proper weapon types listed in the description (the amount of damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Trample

As an attack during its turn each round, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount. Trampled opponents can attempt an Attack of Opportunity, but these incur a –4 penalty. If they do not make Attack of Opportunity, trampled opponents can attempt Reflex Saving Throws for half damage or even no damage. The Saving Throw TN equals 10 + ½ trampling creature's HD + trampling creature's Strength modifier (the exact TN is given in the creature's descriptive text).

Chapter II

Monster Statistics

The following is a list of the various premade monsters and other creatures that a GM can use.

Anaconda, Giant

This long and muscular reptile carefully watches, waiting for a good chance to attack its next meal.

Species Traits
For the purposes of Called Shot attacks, an anaconda's head does not count as being protected by its natural armor.

Constrict A giant anaconda deals 1d6+9 points of bludgeoning damage with a successful grapple check against a target at least one size category smaller than itself.

Improved Grab To use this ability, the giant anaconda must hit an opponent at least one size category smaller than itself with either its bite or tail slap attack. If it gets a hold, it automatically deals bite or tail slap damage each of its turns that the hold is maintained, and it can constrict in the same turn and attempt to swallow in the next round. If the giant anaconda desires, it can continue to attack with its tail or its bite (not both) while it grapples with its body, but it takes a –20 penalty on all grapple checks if it does so.

Low-Light Vision Anacondas can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a giant anaconda to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Swallow Whole If a giant anaconda begins its turn with an opponent one or more size categories smaller than itself held in its mouth, it can attempt a new Grapple check as though trying to Pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the giant anaconda, the opponent takes bludgeoning damage equal to the anaconda's bite attack, result divided by 2 (rounded down), and an additional 1d2 points of acid damage per round from the monster's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the giant anaconda's maw, where another successful grapple check is needed to get free.

Alternatively, the swallowed creature can attack from inside the stomach using claws (or talons) or a Small or Tiny piercing or slashing weapon. Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the gizzard in this way creates an opening large enough to permit escape. Medium or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the gizzard ignore all Damage Reductions noted in the creature's profile. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A Huge giant anaconda's stomach can hold 1 Large, 2 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skill Bonuses A giant anaconda gains a +8 species bonus on Acrobatics and Athletics checks, a +4 species bonus on grapple checks to constrict, and a +4 species bonus on Stealth checks (included in profile).

Giant Anaconda (Huge Animal)

BV 19 **HD** 6d8+30 **CHP** 23 **XHP** 57 **CP** 12

STR	DEX	CON
22	12	21
INT	WIS	CHA
1	12	2

Structure Snake/Worm-like (with a head)
Initiative +1
Defense 12 (+1 DEX, –2 Size, +3 Natural)
Touch 9 | Flat-Footed 11
BAB +4
Grapple +18 (+22 while constricting)

Attack(s)

Bite (Melee)
3 CP +8 Light attack, 1d6 piercing damage
4 CP +8 Standard attack, 1d6+3 piercing damage
6 CP +8 Heavy attack, 2d6+3 piercing damage
11 CP +8 Full attack, 3d6+7 piercing damage
Tail Slap (Melee)
3 CP +4 Light attack, 1d6+3 bludgeoning damage
4 CP +4 Standard attack, 1d6+6 bludgeoning damage
6 CP +4 Heavy attack, 2d6+6 bludgeoning damage
11 CP +4 Full attack, 3d6+10 bludgeoning damage

Reach 10'
Fighting Space 15' by 15' (coiled), 5' by 25' (unfurled)
Special Qualities
Constrict 1d6+9, Improved Grab, Low-Light Vision, Scent, Swallow Whole (DEF 10, DMG 8)
Saves Fort +11 | Ref +6 | Will +3
Skills
Acrobatics +9
Athletics +14
Perception +6 (+14 for scent-based checks)
Stealth +1
Feats None
Organization
Solitary
Treasure None
Advancement
7-12 HD (Huge)
13-14 HD (Gargantuan)

Ballistic Jelly

This rectangular block of yellow-tinged gelatin is not actually the ballistic gelatin it appeared to be. It is a jelly that has adapted the amazing ability to resist most small arms gunfire.

Species Traits
The bodily structure of a ballistic jelly is essentially nothing more than a cube-like or rectangular "block" that is capable deforming its shape enough to be capable of locomotion. It has no extremities or other body parts that can be targeted by Called Shots whatsoever; its "center mass" is its entire body. It is not amorphous enough to be capable of altering its shape as to fit through small holes, openings, or narrow pathways notably smaller than itself.

Blindsight A ballistic jelly is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the ballistic jelly's use of this ability.

Constrict A ballistic jelly deals 1d6 points of bludgeoning damage with a successful grapple check against a target at least one size category smaller than itself.

Damage Reduction 60/Ballistic A ballistic jelly ignores the first 60 points of damage dealt by any ballistic weapon.

Damage Reduction 30/Ballistic Piercing A ballistic jelly ignores the first 30 points of damage dealt by any ballistic piercing weapon.

Damage Reduction 40/Bludgeoning A ballistic jelly ignores the first 40 points of damage dealt by any bludgeoning weapon.

Electrical Immunity A ballistic jelly is immune to electricity damage.

Ooze A ballistic jelly has the traits and immunities common to oozes.

Ballistic Jelly (Medium Ooze)

BV 5 **HD** 4d10+30 **CHP** 27 **XHP** 52 **CP** 10

STR	DEX	CON
10	1	20
INT	WIS	CHA
—	1	1

Structure Other (Rectangular Block)
Initiative –5
Defense 5 (–5 DEX)
Touch 5 | Flat-Footed 5
BAB +3
Grapple +3

Attack(s)

Slam (Melee)
2 CP +3 Light attack, 1d6–3 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6 bludgeoning damage
5 CP +3 Heavy attack, 2d6 bludgeoning damage
10 CP +3 Full attack, 3d6+4 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Constrict 1d6, Damage Reduction (60/Ballistic, 40/Bludgeoning, 30 Ba. Piercing), Ooze
Saves Fort +6 | Ref –4 | Will –4
Skills None
Feats None
Organization
Solitary
Treasure
d%–20 spent bullets/shot
Advancement
5-6 HD (Medium)
7-8 HD (Large)

Bear

These thick-furred mammals tend to become ferocious if provoked or threatened. They are usually the apex predators of the areas in which they inhabit.

Species Traits
For the purposes of Called Shot attacks, a bear's head and other extremities do not count as being protected by its natural armor. Bears are generally quadrupedal in nature but some are capable of standing on their hind legs and actually walking short distances in this manner (some are more proficient than others), however, generally speaking, bears would only do this if trying to reach for something above them. In the event that such knowledge is needed, a bear can only use half of its Combat Points during its turn to move in such a manner, is incapable of using its ability to Run while standing on its hind legs, and counts a biped for the purposes of Carrying Capacity while standing bipedal.

Improved Grab To use this ability, the bear must hit with a claw attack.

Low-Light Vision Bears can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a bear to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A bear that hits with its bite attack can attempt to Trip its opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the bear. If the Trip attempt is successful, the bear may Pin its foe without needing to make a Grapple check.

Bear (Large Animal)

BV 15 **HD** 5d8+20 **CHP** 21 **XHP** 44 **CP** 12

STR	DEX	CON
27	13	19
INT	WIS	CHA
2	12	7

Structure Quadruped
Initiative +1
Defense 12 (+1 DEX, –1 Size, +2 Natural)
Touch 10 | Flat-Footed 11
BAB +3
Grapple +15

Attack(s)

Bite (Melee)
3 CP +6 Light attack, 2d6+1 piercing damage
4 CP +6 Standard attack, 2d6+4 piercing damage
6 CP +6 Heavy attack, 3d6+4 piercing damage
11 CP +6 Full attack, 4d6+8 piercing damage
Claws (Melee)
3 CP +10 Light attack, 1d8+5 slashing damage
4 CP +10 Standard attack, 1d8+8 slashing damage
6 CP +10 Heavy attack, 2d8+8 slashing damage
11 CP +10 Full attack, 3d8+12 slashing damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Improved Grab, Low-Light Vision, Scent, Trip, Run (1 CP per 20ft)
Saves Fort +8 | Ref +5 | Will +2
Skills
Athletics +10
Perception +8 (+16 for scent-based checks)
Feats None
Organization
Solitary or pair
Treasure
Bear pelt, 1d4 bear paws
Advancement
6-10 HD (Large)

Bison

This hairy herd animal is sometimes mistakenly referred to as a buffalo. Despite being tough and very capable of self-defense they tend to flee, with threats to the herd causing panic and leading to a stampede.

Species Traits
For the purposes of Called Shot attacks, a bison's head and other extremities do not count as being protected by its natural armor. For the purposes of damage, a bison adds 1.5x its STR modifier to its slam attack.

Charge A bison typically begins a battle by charging at an opponent. If a bison moves at least 20 feet in a straight line and chooses to attack a creature along or in that path, it can make a single attack that inflicts bludgeoning damage equivalent to a Full slam attack, and piercing damage equivalent to a Light gore attack, using its attack bonus for its slam attack against a single creature along its path in a straight line. The bison gains a +1 bonus both to its attack roll and to the attack's damage (for both types of damage) for every 10 feet traveled beyond the first 20 feet, up to a +5 bonus.

If the attack roll is successful, the bison may roll the damage, otherwise it misses and moves an additional 10 feet (not costing the additional Combat Points for movement) beyond its intended target in a straight line and can may attempt to use the attack against another single creature along its path. Regardless of whether or not the bison hits its intended target, if a creature is hit by the attack, it can make a Reflex Saving Throw (TN [result of the bison's attack roll] – its Size modifier). If the Reflex Saving Throw is successful, the creature reduces by three-quarters (¾) (rounded down) the amount of damage it would have otherwise suffered, and moves 5 feet out of the charging bison's path in a direction of the targeted creature's choosing. Moving out of the charge attack's path does not provoke an Attack of Opportunity. If the creature is successfully hit by the bison's charge, it must make a Fortitude Saving Throw (TN 10 + ½ the bison's Hit Dice + its Strength modifier + its Size modifier to Grapple checks), or be moved 10 feet in the direction the bison is traveling toward and be knocked Prone. Being forcibly moved by the charge attack does not provoke an Attack of Opportunity.

The result of the first attack roll is used for the second attack or subsequent attacks of creatures within its path, and if the creature is attacked from one of its flanks or from behind it is considered Flat-Footed (if it can be Flat-Footed or flanked) and is not allowed to make a Reflex Saving Throw. If the creature can see the bison it merely uses its normal defense score and is allowed the Reflex Saving Throw. If the bison successfully hits its target it may also use its trample special ability (see below) if desired, but if it fails to hit, the bison is subject to an Attack of Opportunity. A charge attack may only be used once per round and may be used at the start of the next round, before any other combatant may act if the bison ended its turn while moving in a straight line for at least 20 feet.

Low-Light Vision Bison can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a bison to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample A bison can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the bison, and creatures can attempt a Reflex Saving Throw (TN 10 + ½ the bison's Hit Dice + the its Strength modifier) to completely avoid the damage and move to a space of their choice 5 feet outside of the bison's path. Moving out of the trample attack's path does not provoke an Attack of Opportunity. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the bison's trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

Bison (Large Animal)

BV 23 **HD** 5d8+15 **CHP** 21 **XHP** 37 **CP** 13

STR	DEX	CON
22	10	17
INT	WIS	CHA
2	11	4

Structure Quadruped
Initiative +0
Defense 12 (–1 Size, +3 Natural)
Touch 9 | Flat-Footed 12
BAB +3
Grapple +13

Attack(s)

Gore (Melee)
3 CP +8 Light attack, 2d4 piercing damage
4 CP +8 Standard attack, 2d4+3 piercing damage
6 CP +8 Heavy attack, 3d4+3 piercing damage
11 CP +8 Full attack, 4d4+7 piercing damage
Slam (Melee)
3 CP +4 Light attack, 1d6+6 bludgeoning damage
4 CP +4 Standard attack, 1d6+9 bludgeoning damage
6 CP +4 Heavy attack, 2d6+9 bludgeoning damage
11 CP +4 Full attack, 3d6+13 bludgeoning damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Charge 3d6+(up to 18) bludgeoning + 2d4+(up to 5) piercing [TN22 Fort], Low-Light Vision, Scent, Trample 2d6+9 [TN18], Run (1 CP per 15ft)
Saves Fort +7 | Ref +4 | Will +1
Skills
Athletics +9
Perception +6 (+14 for scent-based checks)
Feats None
Organization
Solitary or herd (2d10+10)
Treasure
Bison pelt
Advancement
6-10 HD (Large)

Blackpowder Slime

Somehow, this slimy blob has absorbed and can utilize explosive black powder that works just like the gunpowder used in muskets. Suitably, it has also taken on the deep black color of the substance.

Species Traits

Black Powder Residue Whenever a blackpowder slime successfully strikes a creature with its blast attack or is grabbed in a grapple, the opposing creature becomes coated in sticky black powder residue. Though the residue is not harmful, if a creature covered in the residue discharges a firearm, lasarm, plasarm, any weapon capable of dealing fire damage, takes fire damage from any source, or is exposed to a suitable spark, the residue immediately ignites and explodes, dealing 3d4 points of fire damage to the creature. Creatures adjacent to the exploding creature take half damage (which can be halved again with a successful [TN18] Reflex Saving Throw). Black powder residue remains flammable for 1d12 hours, until it is ignited, or until it is scrubbed away (which requires soap, water, and at least 1 hour of bathing and washing). A creature can be covered in only up to one layer of black powder residue at a time.

Blast Once every 1d6+3 rounds for 7 Combat Points, a blackpowder slime can fire a gunshot-like blast from its body in a 50 foot line that acts like a ranged Touch attack that uses its current ranged attack bonus. The attack itself inflicts an amount of concussion and fire damage equal to 1d8 + the ooze's Constitution modifier. All affected creatures can attempt a Reflex Saving Throw (TN 10 + ½ the blackpowder slime's HD + its Constitution modifier) for half damage and to avoid bring coated in the slime's black powder residue.

Blindsight A blackpowder slime is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the blackpowder slime's use of this ability.

Combustion Due to the large amount of black powder within its body, a black powder slime may explode around open flames or sparks. Anytime a black powder slime takes any fire or plasma damage, it spontaneously explodes, dealing 6d6 points of concussion and fire damage to all creatures (except for itself) and objects in a 20-foot-radius blast out from the edges of the fighting space that it currently occupies (also affecting creatures within that fighting space). All creatures in the affected areas can attempt a Reflex Saving Throw (TN 10 + ½ the blackpowder slime's HD + its Constitution modifier) for half damage, and a Fortitude Saving Throw (TN 10 + ½ the blackpowder slime's HD + its Constitution modifier) to avoid being knocked Prone. The blackpowder slime must also make a Fortitude Saving Throw (TN 10 + ½ the blackpowder slime's HD + its Constitution modifier) to avoid an additional 4d8+2 damage to its Core Hit Points. If it is successful, it only suffers 2d8 damage to its Core Hit Points. For the purposes of damage this ability uses the Explosives and Extremity damage rules from the Core Rulebook (see pg. 73-75 & 157 of the Core Rulebook).

Damage Reduction 40Bludgeoning A blackpowder slime ignores the first 40 points of damage dealt by any bludgeoning weapon.

Damage Reduction 13/Ballistic, Bludgeoning, Piercing, Slashing A blackpowder slime ignores the first 13 points of damage dealt by any ballistic, ballistic piercing, bludgeoning, piercing, or slashing weapon.

Electrical Immunity A blackpowder slime is immune to electricity damage.

Ooze A blackpowder slime has the traits and immunities common to oozes.

Blackpowder Slime (Large Ooze)

BV 40 **HD** 8d10+71 **CHP** 46 **XHP** 117 **CP** 10

STR	DEX	CON
18	6	24
INT	WIS	CHA
—	1	1

Structure Amorphous (Blob)
Initiative –2
Defense 7 (–2 DEX, –1 Size)
Touch 7 | Flat-Footed 7
BAB +6
Grapple +14

Attack(s)

Slam (Melee)
3 CP +9 Light attack, 1d8+1 bludgeoning damage
4 CP +9 Standard attack, 1d8+4 bludgeoning damage
6 CP +9 Heavy attack, 2d8+4 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Black Powder Residue, Blast 1d8+7 [TN21], Blindsight 60', Combustion 6d6 [TN21], Damage Reduction (40/Bludgeoning, 13/Ballistic, Ba. Piercing, Piercing, Slashing), Immune to electricity damage, Ooze
Saves Fort +9 | Ref +0 | Will –3
Skills None
Feats None
Organization
Solitary
Treasure
1d12+6 units of Black Powder
Advancement
9-12 HD (Large)
13-15 HD (Huge)

Boar (Wild Pig)

Fierce and ill-tempered, this coarse-haired, muscular swine does not like visitors. Its favorite method of warding off foes is to gore them with its fearsome tusks.

Species Traits
For the purposes of Called Shot attacks, a boar's head and other extremities do not count as being protected by its natural armor. For the purposes of damage, a boar adds 1.5x its STR modifier to its gore attack.

Ferocity A boar is so fiercely aggressive in combat that it continues fighting even when Disabled or Dying.

Scent This ability allows a boar to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat A boar gains the bonus feat Toughness.

Boar (Medium Animal)

BV 9 **HD** 3d8+13 **CHP** 15 **XHP** 26 **CP** 12

STR	DEX	CON
15	10	17
INT	WIS	CHA
2	12	4

Structure Quadruped
Initiative +0
Defense 12 (+2 Natural)
Touch 10 | Flat-Footed 12
BAB +2
Grapple +4

Attack(s)

Gore (Melee)
2 CP +4 Light attack, 1d6 piercing damage
3 CP +4 Standard attack, 1d6+3 piercing damage
5 CP +4 Heavy attack, 2d6+3 piercing damage
10 CP +4 Full attack, 3d6+7 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Ferocity, Scent, Run (1 CP per 15ft)
Saves Fort +6 | Ref +3 | Will +2
Skills
Athletics +4
Perception +6 (+14 for scent-based checks)
Feats
Toughness (Creature gains +4 XHP and +2 CHP.)
Treasure
1d2 tusks
Organization
Solitary, pair, or group (1d6+2)
Advancement
4-5 HD (Medium)
6-7 HD (Large)

Boogieman

An unnaturally large grin of sharpened teeth draw attention away from the tightened, leathery flesh of this man-shaped being's head and neck. He holds an axe in one of his hands, laughing manically while wiping his other hand through an earlier smear of blood on his sport coat.

Species Traits
For the purposes of Called Shot attacks, a boogieman's head does not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply).

Automatic Language A boogieman understands (and can read, speak, and write) all languages.

Blindsight A boogieman can ascertain all creatures and objects within 60 feet just as a creature with sight would, if the boogieman is Blinded. Beyond that range, all targets have total concealment with respect to the boogieman's use of this ability.

Damage Reduction 10/Bludgeoning A boogieman ignores the first 10 points of damage dealt by any bludgeoning weapon.

Damage Reduction 3/Ballistic, Piercing, Slashing A boogieman ignores the first 3 points of damage dealt by any ballistic, piercing, or slashing weapon.

Down Not Out A boogieman appears to die if reduced to 0 Core Hit Points. However, unless it is reduced to 1.5 times negative its Constitution score in Core Hit Points, its "death" is only temporary; when the boogieman's Fast Healing ability (see below) brings its Core Hit Points total to 1 or higher, it springs back to life. A boogieman cannot die or be killed solely by bleed damage even if it would cause the boogieman to fall below the threshold needed to actually kill it; it must have damage caused to it by attacks in order to actually kill it.

Fast Healing 5 A boogieman heals 5 points of damage each round. This also allows it to heal bleed damage at a rate of 5 dice of bleed damage per round. If reduced to 0 Core Hit Points or lower, it collapses, apparently dead but it is actually still healing itself at this rate every round until its Core Hit Points rise to at least 1 point. When it heals to at least 1 Core Hit Point, it awakens from its death-like state and can again begin to take actions.

Boogieman (Medium Outsider)

BV 36 **HD** 8d8+16 **CHP** 26 **XHP** 52 **CP** 15

STR	DEX	CON
20	12	14
INT	WIS	CHA
10	12	10

Structure Biped (Humanoid)
Initiative +4
Defense 16 (+2 DEX, +4 Natural)
Touch 12 | Flat-Footed 14
BAB +8
Grapple +13

Attack(s)

Bite (Melee)
2 CP +13 Light attack, 1d6–1 piercing damage
3 CP +13 Standard attack, 1d6+2 piercing damage
5 CP +13 Heavy attack, 2d6+2 piercing damage
10 CP +13 Full attack, 3d6+6 piercing damage
Claws (Melee)
2 CP +13 Light attack, 1d4+2 slashing damage
3 CP +13 Standard attack, 1d4+5 slashing damage
5 CP +13 Heavy attack, 2d4+5 slashing damage
10 CP +13 Full attack, 3d4+9 slashing damage
Hand Axe (Melee)
3 CP +13 Light attack, 2d6+4/15-18 slashing damage
4 CP +13 Standard attack, 2d6+7/15-18 slashing damage
5 CP +13 Heavy attack, 3d6+7/15-18 slashing damage
10 CP +13 Full attack, 4d6+11/15-18 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Damage Reduction (10/Bludgeoning, 3/Ballistic, Piercing, Slashing), Down Not Out, Fast Healing 5
Saves Fort +8 | Ref +7 | Will +7
Skills
Acrobatics +13
Athletics +17
Drive +6
Perception +13
Presence +12
Stealth +12
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Axe Martial Arts (Creature gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Solitary
Treasure
Business Clothes, Hand Axe, 3d8 WP in cash
Advancement None

Chicken

It is a chicken. What else do you want to be said?

Species Traits

Low-Light Vision Chickens can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Chicken (Tiny Animal)

BV ¼ **HD** 1d8–1 **CHP** 2 **XHP** 3 **CP** 12

STR	DEX	CON
3	12	8
INT	WIS	CHA
1	12	4

Structure Biped (Avian)
Initiative +1
Defense 13 (+1 DEX, +2 Size)
Touch 13 | Flat-Footed 12
BAB +0
Grapple –12

Attack(s)

Peck (Melee)
2 CP –2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP –2 Standard attack, 1 piercing damage (non-lethal) (no effect against armor)

Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Low-Light Vision
Saves Fort +1 | Ref +3 | Will +1
Skills
Acrobatics +4
Perception +4
Stealth +6
Feats None
Organization
Domesticated, solitary or flock (2d8+4)
Treasure
1d10 feathers
Advancement
2 HD (Tiny)

Crocodiles

Two little eyes slowly emerge from the river's murky water. Moments later a dark green reptile with a long snout and four squat legs treads out of the water.

Species Traits
These statistics can also be used for creatures such as alligators. For the purposes of Called Shot attacks, a crocodile's head and other extremities do not count as being protected by its natural armor. For the purposes of damage, a Huge crocodile adds 1.5x its STR modifier to its bite attack.

Hold Breath A crocodile can hold its breath for a number of rounds equal to its Constitution score × 4, before it risks drowning.

Improved Grab To use this ability, a crocodile must hit an opponent of its size or smaller with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and may commence with other actions relevant to Grappling.

Low-Light Vision Crocodiles can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonus Crocodiles receive a +12 species bonus on Stealth checks when submerged.

Crocodile, Medium (Medium Animal)

BV 10 **HD** 3d8+9 **CHP** 12 **XHP** 22 **CP** 12

STR	DEX	CON
19	12	17
INT	WIS	CHA
2	12	2

Structure Quadruped (possesses a tail)
Initiative +1
Defense 12 (+1 DEX, +1 Natural)
Touch 11 | Flat-Footed 11
BAB +2
Grapple +6

Attack(s)

Bite (Melee)
2 CP +6 Light attack, 1d8+1 piercing damage
3 CP +6 Standard attack, 1d8+4 piercing damage
5 CP +6 Heavy attack, 2d8+4 piercing damage
10 CP +6 Full attack, 3d8+8 piercing damage
Tail Slap (Melee)
2 CP +6 Light attack, 1d6+1 bludgeoning damage
3 CP +6 Standard attack, 1d6+4 bludgeoning damage
5 CP +6 Heavy attack, 2d6+4 bludgeoning damage
10 CP +6 Full attack, 3d6+8 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Hold Breath, Improved Grab, Low-Light Vision, Swim (1 CP per 10ft)
Saves Fort +6 | Ref +4 | Will +2
Skills
Athletics +4 (+12 for swimming checks)
Perception +5
Stealth +7 (+19 when submerged in water)
Feats None
Organization
Solitary, pair, or colony (1d6+5)
Treasure
Crocodile skin
Advancement
4-5 HD (Medium)
6-9 HD (Large)

Crocodile, Huge (Huge Animal)

BV 35 **HD** 10d8+43 **CHP** 38 **XHP** 88 **CP** 13

STR	DEX	CON
37	10	27
INT	WIS	CHA
2	12	2

Structure Quadruped (possesses a tail)
Initiative +0
Defense 16 (–2 Size, +8 Natural)
Touch 8 | Flat-Footed 16
BAB +7
Grapple +28

Attack(s)

Bite (Melee)
3 CP +12 Light attack, 2d8+10 piercing damage
4 CP +12 Standard attack, 2d8+13 piercing damage
5 CP +12 Heavy attack, 3d8+13 piercing damage
11 CP +12 Full attack, 4d8+17 piercing damage
Tail Slap (Melee)
3 CP +12 Light attack, 2d8+3 bludgeoning damage
4 CP +12 Standard attack, 2d8+6 bludgeoning damage
5 CP +12 Heavy attack, 3d8+6 bludgeoning damage
11 CP +12 Full attack, 4d8+10 bludgeoning damage

Reach 10'
Fighting Space 15' by 15'
Special Qualities
Hold Breath, Improved Grab, Low-Light Vision, Run (1 CP per 10ft), Swim (1 CP per 10ft)
Saves Fort +15 | Ref +7 | Will +4
Skills
Athletics +13 (+21 for swimming checks)
Perception +5
Stealth +0 (+4 while submerged)
Feats None
Organization
Solitary or colony (1d2+2)
Treasure
Crocodile skin
Advancement
11-16 HD (Huge)
17-18 HD (Gargantuan)

Deer

This nimble mammal with light brown fur and antlers looks up and spots you. Surprised, it gracefully skips away.

Species Traits
A deer applies its Dexterity modifier instead of its Strength modifier to melee attack rolls.

Low-Light Vision Deer can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows deer to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus A deer is very aware of it surroundings, gaining a +6 species bonus on Perception checks to hear.

Deer (Medium Animal)

BV 3 **HD** 2d8+2 **CHP** 10 **XHP** 11 **CP** 16

STR	DEX	CON
10	16	13
INT	WIS	CHA
2	10	6

Structure Quadruped
Initiative +2
Defense 13 (+3 DEX)
Touch 13 | Flat-Footed 10
BAB +1
Grapple +1

Attack(s)

Gore (Melee)
2 CP +4 Light attack, 1d6–3 piercing damage (no effect against armor)
3 CP +4 Standard attack, 1d6 piercing damage
5 CP +4 Heavy attack, 2d6 piercing damage
10 CP +4 Full attack, 3d6+4 piercing damage
Kick (Melee)
2 CP +4 Light attack, 1d4–3 bludgeoning damage
3 CP +4 Standard attack, 1d4 bludgeoning damage
5 CP +4 Heavy attack, 2d4 bludgeoning damage
10 CP +4 Full attack, 3d4+4 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent
Saves Fort +4 | Ref +6 | Will +0
Skills
Acrobatics +8
Athletics +4
Perception +8 (+14 for hearing-based checks), (+16 for scent-based checks)
Stealth +4
Feats None
Organization
Solitary, pair, or herd (1d6+4)
Treasure
Deer skin, 1d2 antlers
Advancement
4-6 HD (Medium)
7 HD (Large)

Dinosaur, Allosaurus

This beastly dinosaur stands tall on two legs. Ever the hunter, it has multiple ways of shredding its prey asunder. If with others of its own kind, it will even attack creatures larger than itself.

Species Traits
For the purposes of Called Shot attacks, an allosaurus' arms and tail do not count as being protected by its natural armor.

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the allosaurus have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Improved Grab To use this ability, an allosaurus must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Low-Light Vision Allosauruses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows an allosaurus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus Allosaurids receive a +6 species bonus on Perception checks (included in profile).

Allosaurus (Huge Animal)

BV 28 **HD** 10d8+40 **CHP** 34 **XHP** 85 **CP** 12

STR	DEX	CON
29	12	19
INT	WIS	CHA
2	14	10

Structure Biped ("Humanoid", possesses a tail)
Initiative +1
Defense 13 (+1 DEX, –2 Size, +4 Natural)
Touch 9 | Flat-Footed 12
BAB +7
Grapple +24

Attack(s)

Bite (Melee)
3 CP +14 Light attack, 2d6+6 piercing damage
4 CP +14 Standard attack, 2d6+9 piercing damage
6 CP +14 Heavy attack, 3d6+9 piercing damage
11 CP +14 Full attack, 4d6+13 piercing damage
Claws (Melee)
3 CP +9 Light attack, 2d4+6 slashing damage
4 CP +9 Standard attack, 2d4+9 slashing damage
6 CP +9 Heavy attack, 3d4+9 slashing damage
11 CP +9 Full attack, 4d4+13 slashing damage

Reach 10'
Fighting Space 15' by 15'
Special Qualities
Higher Bleed Threshold, Improved Grab, Low-Light Vision, Scent, Run (1 CP per 10ft)
Saves Fort +11 | Ref +8 | Will +5
Skills
Athletics +10
Perception +8 (+16 for scent-based checks)
Feats None
Organization
Solitary, pair, or group (1d2+2)
Treasure
4d6 teeth
Advancement
11-14 HD (Huge)
15-20 HD (Gargantuan)

Dinosaur, Compsognathus

At first, it was merely one of these little green dinosaurs–its tiny head connected to its body by a serpentine neck–approaching you with curiosity. Then another, and another, and another, and yet more… suddenly beginning to nip at you. You knew then to run from these little flesh eaters, as they were less interested in you as a curiosity, but only interested in you as food.

Species Traits

Low-Light Vision Compsognathuses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Poison A compsognathus injects venom with a successful bite attack that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or take 1d2 points of temporary Strength damage; a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate the venom's secondary damage (same as the initial damage). The Saving Throw TN is equal to (10 + ½ the compsognathus' Hit Dice + its Constitution modifier). A compsognathus is immune to its own venom and the venom of other compsognathuses.

Scent This ability allows a compsognathus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat A compsognathus gains the bonus feat Weapon Expertise (Bite).

Skill Bonuses Compsognathuses receive a gain a +2 species bonus on Acrobatics and Stealth checks. In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Compsognathus (Tiny Animal)

BV ¼ **HD** ½ d8 **CHP** 2 **XHP** 2 **CP** 14

STR	DEX	CON
3	15	10
INT	WIS	CHA
2	11	5

Structure Biped ("Humanoid")
Initiative +2
Defense 14 (+2 DEX, +2 Size)
Touch 14 | Flat-Footed 12
BAB +0
Grapple –13

Attack(s)

Bite (Melee)
1 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +0 Standard attack, 1 piercing damage (no effect against armor), poison
4 CP +0 Heavy attack, 2d3–4 piercing damage, poison

Reach 0'

Fighting Space 2½' by 2½'
Special Qualities
Low-Light Vision, Poison [TN10], Scent
Saves Fort +2 | Ref +4 | Will +0
Skills
Acrobatics +3
Athletics +1
Perception +4 (+12 for scent-based checks)
Stealth +12 (+16 in tall grass or undergrowth to avoid being seen)
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary, or group (1d6+8)
Treasure
1d8 teeth
Advancement None

Dinosaur, Deinonychus

Quite commonly referred to erroneously as "velociraptor," these cunning bipedal dinosaurs hunt in packs using group tactics. One of their preferred methods of taking down prey is to lunge at a target (hopefully knock it down), and shred it with the vestigial talon on each one of its feet.

Species Traits
For the purposes of Called Shot attacks, a deinonychus' head and other extremities do not count as being protected by its natural armor.

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the deinoychus have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Improved Grab To use this ability, a deinonychus must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Low-Light Vision Deinonychuses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a deinonychus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses Deinonychuses receive a +4 species bonus on Athletics and Stealth checks (included in profile). In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Deinonychus (Medium Animal)

BV 12 **HD** 3d8+6 **CHP** 11 **XHP** 19 **CP** 14

STR	DEX	CON
14	15	14
INT	WIS	CHA
2	12	7

Structure Biped ("Humanoid", possesses a tail)
Initiative +2
Defense 13 (+2 DEX, +1 Natural)
Touch 12 | Flat-Footed 11
BAB +2
Grapple +4

Attack(s)

Bite (Melee)
2 CP +4 Light attack, 1d6–1 piercing damage
3 CP +4 Standard attack, 1d6+2 piercing damage
5 CP +4 Heavy attack, 2d6+2 piercing damage
10 CP +4 Full attack, 3d6+6 piercing damage
Claws (Melee)
3 CP +4 Light attack, 1d4–1 slashing damage
4 CP +4 Standard attack, 1d4+2 slashing damage
6 CP +4 Heavy attack, 2d4+2 slashing damage
11 CP +4 Full attack, 3d4+6 slashing damage
*__Talons (Melee)__
3 CP +4 Light attack, 2d4–1 slashing damage
4 CP +4 Standard attack, 2d4+2 slashing damage
6 CP +4 Heavy attack, 3d4+2 slashing damage
*can only be used against a Grappled or Pinned foe

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Higher Bleed Threshold, Improved Grab, Low-Light Vision, Scent, Run (1 CP per 10ft)
Saves Fort +5 | Ref +5 | Will +2
Skills
Acrobatics +4
Athletics +4
Perception +6 (+14 for scent-based checks)
Stealth +6 (+10 in tall grass or undergrowth to avoid being seen)
Feats None
Organization
Solitary, pair, or pack (1d8+2)
Treasure
1d2 talons, 2d8 teeth
Advancement
4-7 HD (Medium)

Dinosaur, Spinosaurus

This bipedal dinosaur appears to be built with a form and posture so unbalanced, that it almost looks like it could fall over at any moment. The head of this beast has a decidedly crocodilian shape to it, but its most recognizable feature is a sail-like ridge across its back that runs from the base of the neck to the base of its tail. It is a beastly dinosaur, greater in size than and just as ferocious as the Tyrannosaurus.

Species Traits
For the purposes of Called Shot attacks, a spinosaurus' arms, legs, and tail do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply). A spinosaurus is capable of both walking upon all four of its limbs or upright on its back legs (if in a somewhat awkward, hunched over posture). Because of this–in the event that such information is ever needed–a spinosaurus is capable of possessing the weight carrying capacities of both a bipedal and quadrupedal creature of the appropriate Strength ability score depending on its current posture.

Damage Reduction 3/Piercing, Slashing A spinosaurus ignores the first 3 points of damage dealt by any piercing or slashing weapon.

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the spinosaurus have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Improved Grab To use this ability, the spinosaurus must hit an opponent two or more size categories smaller than itself with its bite attack. If it gets a hold, it can shake the grabbed opponent back and forth, automatically dealing bite damage each round, but doing so uses all of its remaining Combat Points. Once the opponent stops resisting, the spinosaurus attempts to swallow on its next turn.

Low-Light Vision Spinosauruses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a spinosaurus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Swallow Whole If a spinosaurus begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to Pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the spinosaurus, the opponent takes bludgeoning damage equal to the spinosaurus' bite attack, divided by 2 (rounded down), and an additional 1d3 points of acid damage per round from the monster's gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to the spinosaurus' maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gizzard using claws (or talons) or a Large, Medium, Small, or Tiny piercing or slashing weapon. Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the gizzard in this way creates an opening large enough to permit escape. Large or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the gizzard ignore all Damage Reductions noted in the creature's profile. A Gargantuan spinosaurus' gizzard can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or smaller opponents. See Special Qualities for more information.

Skill Bonuses Spinosauruses receive a +4 species bonus on Athletics checks to swim and on Perception checks (included in profile).

Spinosaurus (Gargantuan Animal)

BV 55 **HD** 17d8+119 **CHP** 58 **XHP** 195 **CP** 12

STR	DEX	CON
41	10	24
INT	WIS	CHA
2	13	10

Structure Quadruped (possesses a tail)/Biped ("Humanoid", possesses a tail)
Initiative +0
Defense 14 (–4 Size, +8 Natural)
Touch 6 | Flat-Footed 14
BAB +12
Grapple +38

Attack(s)

Bite (Melee)
4 CP +22 Light attack, 4d6+11 piercing damage
5 CP +22 Standard attack, 4d6+14 piercing damage
7 CP +22 Heavy attack, 5d6+14 piercing damage
12 CP +22 Full attack, 6d6+18 piercing damage
Claws (Melee)
4 CP +18 Light attack, 2d6+11 slashing damage
5 CP +18 Standard attack, 2d6+14 slashing damage
7 CP +18 Heavy attack, 3d6+14 slashing damage
12 CP +18 Full attack, 4d6+18 slashing damage

Reach 15'
Fighting Space 20' by 20'
Special Qualities
Damage Reduction (3/Piercing, Slashing), Higher Bleed Threshold, Improved Grab, Low-Light Vision, Scent, Swallow Whole (DEF 12, 21 DMG), Run (1 CP per 10ft), Swim (1 CP per 5ft)
Saves Fort +17 | Ref +10 | Will +6
Skills
Acrobatics +4
Athletics +14 (+18 for swimming checks)
Perception +8 (+16 for scent-based checks)
Feats None
Organization
Solitary, pair, or pack (1d2+2)
Treasure
4d6 teeth
Advancement
18-26 HD (Gargantuan)

Dinosaur, Therizinosaurus

This strange dinosaur walks on two legs and is mostly covered by what appear to be feathers. Despite being mostly herbivorous, it is rather aggressive and possesses a number of big finger-like talons on each "hand," offsetting any sort of novelty that this dinosaur's appearance may have held.

Species Traits
For the purposes of Called Shot attacks, a therizinosaurus' head and other extremities do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply). For the purposes of damage, a therizinosaurus adds 1.5x its STR modifier to attacks with its claws.

Claw Sweep Once every 1d4 rounds, for 12 Combat Points, a therizinosaurus may attack (using the same attack bonus and damage as its claw attack) every creature within its reach if the creatures are within its current facing. Creatures targeted by this attack may make a Reflex Saving Throw [TN25] for half damage. Any creature that fails the Reflex Saving Throw must make a Fortitude Saving Throw to avoid being knocked Prone. The Saving Throw TNs are equal to (10 + ½ the therizinosaurus' Hit Dice + its Strength modifier).

Damage Reduction 2/Piercing, Slashing A therizinosaurus ignores the first 2 points of damage dealt by any piercing or slashing weapon.

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the therizinosaurus have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Low-Light Vision Therizinosauruses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a therizinosaurus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses Therizinosauruses receive a +4 species bonus on Perception checks (included in profile).

Therizinosaurus (Huge Animal)

BV 32 **HD** 10d8+40 **CHP** 34 **XHP** 85 **CP** 14

STR	DEX	CON
29	12	18
INT	WIS	CHA
2	15	10

Structure Biped ("Humanoid", possesses a tail)
Initiative +1
Defense 12 (+1 DEX, –2 Size, +3 Natural)
Touch 7 | Flat-Footed 11
BAB +7
Grapple +24

Attack(s)

Claws (Melee)
3 CP +14 Light attack, 2d6+10 slashing damage
4 CP +14 Standard attack, 2d6+13 slashing damage
6 CP +14 Heavy attack, 3d6+13 slashing damage
11 CP +14 Full attack, 4d6+17 slashing damage

Reach 15'
Fighting Space 20' by 20'
Special Qualities
Claw Sweep 3d6+9 [TN24 Ref] [TN24 Fort], Damage Reduction (2/Piercing, Slashing), Higher Bleed Threshold, Low-Light Vision, Scent, Run (1 CP per 15ft)
Saves Fort +11 | Ref +8 | Will +5
Skills
Acrobatics +1
Athletics +9
Perception +8 (+16 for scent-based checks)
Feats None
Organization
Solitary, pair, or flock (1d6+3)
Treasure
2d10 teeth
Advancement
11-20 HD (Huge)

Dinosaur, Tyrannosaurus

This mighty bipedal carnivore, despite not being the biggest or even the strongest, is seen as "king of the dinosaurs," similar to how lions are portrayed. The bite of this creature is fearsome, not surprising considering the size of its head and the number of teeth it has.

Species Traits
For the purposes of Called Shot attacks, a tyrannosarus' arms and tail do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply).

Damage Reduction 3/Piercing, Slashing A tyrannosaurus ignores the first 3 points of damage dealt by any piercing or slashing weapon.

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the tyrannosaurus have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Improved Grab To use this ability, the tyrannosaurus must hit an opponent two or more size categories smaller than itself with its bite attack. If it gets a hold, it can shake the grabbed opponent back and forth, automatically dealing bite damage each round. Once the opponent stops resisting, the tyrannosaurus attempts to swallow on its next turn.

Low-Light Vision Tyrannosaurus can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a tyrannosaurus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Swallow Whole If a tyrannosaurus begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to Pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the tyrannosaurus, the opponent takes bludgeoning damage equal to the tyrannosaurus' bite attack, divided by 2 (rounded down), and an additional 1d3 points of acid damage per round from the monster's gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to the tyrannosaurus' maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gizzard using claws (or talons) or a Large, Medium, Small, or Tiny piercing or slashing weapon. Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the gizzard in this way creates an opening large enough to permit escape. Large or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the gizzard ignore all Damage Reductions noted in the creature's profile. A Gargantuan tyrannosaurus' gizzard ca hold 2 Large, 8 Medium, 32 Small, 128 Tiny or smaller opponents. See Special Qualities for more information.

Skill Bonus Tyrannosauruses receive a +4 species bonus on Perception checks.

Tyrannosaurus (Gargantuan Animal)

BV 53 **HD** 16d8+96 **CHP** 54 **XHP** 168 **CP** 12

STR	DEX	CON
40	10	22
INT	WIS	CHA
2	15	10

Structure Biped ("Humanoid", possesses a tail)
Initiative +0
Defense 14 (–4 Size, +8 Natural)
Touch 6 | Flat-Footed 14
BAB +12
Grapple +39

Attack(s)

Bite (Melee)
4 CP +23 Light attack, 4d6+19 piercing damage
5 CP +23 Standard attack, 4d6+22 piercing damage
7 CP +23 Heavy attack, 5d6+22 piercing damage
12 CP +23 Full attack, 6d6+26 piercing damage
Slam (Melee)
4 CP +19 Light attack, 1d8+12 bludgeoning damage
5 CP +19 Standard attack, 1d8+15 bludgeoning damage
7 CP +19 Heavy attack, 2d8+15 bludgeoning damage
12 CP +19 Full attack, 3d8+19 bludgeoning damage

Reach 15'
Fighting Space 20' by 20'
Special Qualities
Damage Reduction (3/Piercing, Slashing), Higher Bleed Threshold, Improved Grab, Low-Light Vision, Scent, Swallow Whole (DEF 10, 22 DMG), Run (1 CP per 10ft)
Saves Fort +16 | Ref +10 | Will +7
Skills
Acrobatics +3
Athletics +15
Perception +10 (+18 for scent-based checks)
Feats None
Organization
Solitary, pair, or pack (1d2+2)
Treasure
4d6 teeth
Advancement
17-26 HD (Gargantuan)

Dodo

This endearingly pathetic flightless bird wobbles along with an almost prideful gait, as if it believes that it is a bigger and tougher creature than it actually is.

Species Traits

Low-Light Vision Dodos can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Dodo (Small Animal)

BV ¼ **HD** 1d8 **CHP** 2 **XHP** 4 **CP** 8

STR	DEX	CON
3	12	10
INT	WIS	CHA
1	10	4

Structure Biped (Avian)
Initiative +1
Defense 12 (+1 DEX, +1 Size)
Touch 12 | Flat-Footed 11
BAB +0
Grapple –8

Attack(s)

Peck (Melee)
2 CP –2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP –2 Standard attack, 1 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision
Saves Fort +2 | Ref +3 | Will +0
Skills
Acrobatics +4
Perception +4
Stealth +6
Feats None
Organization
Solitary, pair, or nest (1d4+4)
Treasure
1d10 feathers
Advancement
2 HD (Small)

Dogs

Ever willing to befriend, this little four-legged creature sniffs around you, curious as to where you may have been.

Species Traits

Low-Light Vision Dogs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A dog of Medium size that hits with its bite attack can attempt to Trip its opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the dog. If the Trip attempt is successful, the dog may Pin its foe without needing to make a Grapple check.

Skill Bonus Dogs receive a +2 species bonus on Athletics checks and +4 Perception checks to hear (included in profile).

Dog, Small (Small Animal)

BV ½ **HD** 1d8 **CHP** 4 **XHP** 4 **CP** 11

STR	DEX	CON
10	14	10
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +2
Defense 13 (+2 DEX, +1 Size)
Touch 13 | Flat-Footed 11
BAB +0
Grapple –4

Attack(s)

Bite (Melee)
2 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +0 Standard attack, 1d4 piercing damage
5 CP +0 Heavy attack, 2d4 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent, Run (1 CP per 10ft)
Saves Fort +2 | Ref +4 | Will +1
Skills
Athletics +4
Perception +6 (+10 for hearing-based checks), (+14 for scent-based checks)
Feats None
Organization
Domesticated, solitary, pair, or pack (1d8+4)
Treasure None
Advancement
2 HD (Small)

Dog, Medium (Medium Animal)

BV 5 **HD** 2d8+4 **CHP** 8 **XHP** 13 **CP** 13

STR	DEX	CON
13	15	14
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Bite (Melee)
2 CP +2 Light attack, 1d6–2 piercing damage (no effect against armor)
3 CP +2 Standard attack, 1d6+1 piercing damage
5 CP +2 Heavy attack, 2d6+1 piercing damage
10 CP +2 Full attack, 3d6+5 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent, Trip, Run (1 CP per 10ft)
Saves Fort +5 | Ref +5 | Will +1
Skills
Athletics +4
Perception +8 (+12 for hearing-based checks), (+16 for scent-based checks)
Feats None
Organization
Domesticated, solitary, pair, or pack (1d6+4)
Treasure None
Advancement
3-4 HD (Medium)

Donkey

These short-haired mammals have a reputation for stubbornness. They are most commonly used as beasts of burden.

Species Traits
A light load for a donkey is up to 72 pounds; a medium load, 73–144 pounds; and a heavy load, 145–216 pounds. A donkey can push, pull, or drag up to 720 pounds. A donkey can be trained to carry a rider or push or pull medium or heavy loads but must be Riding or Work trained respectively as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details), but domesticated donkeys tend to already be trained for such. A donkey (domesticated or otherwise) cannot fight while carrying a rider.

Low-Light Vision Donkeys can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a donkey to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Donkey (Medium Animal)

BV 2 **HD** 2d8+2 **CHP** 10 **XHP** 11 **CP** 12

STR	DEX	CON
12	13	12
INT	WIS	CHA
2	11	4

Structure Quadruped
Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Bite (Melee)
2 CP –3 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP –3 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP –3 Heavy attack, 2d2 piercing damage
Kick (Melee)
2 CP +2 Light attack, 1d4–2 bludgeoning damage
3 CP +2 Standard attack, 1d4+1 bludgeoning damage
5 CP +2 Heavy attack, 2d4+1 bludgeoning damage
10 CP +2 Full attack, 3d4+5 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent
Saves Fort +4 | Ref +4 | Will +0
Skills
Acrobatics +4
Athletics +3
Perception +4 (+12 for scent-based checks)
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
3-4 HD (Medium)

Draconic Turtles

Despite having numerous recognizable features of a formidable snapping turtle, this creature is actually draconic in its origin. It is capable of moving on dry ground but its four flipper-like limbs make it more adroit in water than it ever could be on land.

Species Traits
For the purposes of Called Shot attacks, a draconic turtle's head and other extremities do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply). A draconic turtle can only move a maximum of 35 feet per turn while on land regardless of whether it would have the Combat Points available to move farther. Draconic turtles are only considered proficient with the Athletics skill for the purposes of checks to swim. An adult draconic turtle gains a claw attack. For the purposes of damage, an adolescent draconic turtle adds 1.5x its STR modifier to its bite attack, and an adult adds 1.5x its STR modifier to its bite attack.

Aquatic Draconic turtles can move in water without making Athletics checks and cannot drown in water. Draconic turtles are also amphibious and can breathe in non-aquatic environments with proper oxygen levels.

Damage Reduction Draconic turtles have an amount of Damage Reduction listed in their profile.

Darkvision Draconic turtles can see in the dark up to 60 feet, increasing to 120 feet for an adult draconic turtle. Darkvision is black and white only, but it is otherwise like normal sight, and draconic turtles can function with no light at all.

Dragon A draconic turtle has the traits and immunities common to dragons.

Scent This ability allows a draconic turtle to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Tough Shell When the torso region of a draconic turtle is hit by an attack, its effective Damage Reduction values are doubled. The effect of its shell does not apply to other regions of its body.

Skill Bonuses Draconic turtles receive a +8 species bonus on Athletics checks to swim while in a sufficiently sized body of water. In a sufficiently sized body of water a draconic turtle gains a +8 bonus on Stealth checks to avoid being seen.

Adolescent Draconic Turtle (Large Dragon)

BV 37 **HD** 5d12+20 **CHP** 19 **XHP** 52 **CP** 13

STR	DEX	CON
22	12	18
INT	WIS	CHA
7	13	7

Structure Quadruped (possesses 4 flippers that act as locomotive limbs)
Initiative +1
Defense 17 (+1 DEX, –1 Size, +7 Natural)
Touch 10 | Flat-Footed 16
BAB +5
Grapple +15

Attack(s)

Bite (Melee)
3 CP +10 Light attack, 2d6+9 piercing damage
4 CP +10 Standard attack, 2d6+12 piercing damage
6 CP +10 Heavy attack, 3d6+12 piercing damage
11 CP +10 Full attack, 4d6+16 piercing damage
Slam (Melee)
3 CP +6 Light attack, 1d6+3 bludgeoning damage
4 CP +6 Standard attack, 1d6+6 bludgeoning damage
6 CP +6 Heavy attack, 2d6+6 bludgeoning damage
11 CP +6 Full attack, 3d6+10 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Aquatic, Damage Reduction (7/Bludgeoning, Piercing, Slashing, 4/Ballistic, 1/Ba. Piercing), Darkvision 60', Dragon, Scent, Tough Shell, Swim (1 CP per 15ft)
Saves Fort +8 | Ref +5 | Will +5
Skills
Acrobatics +5
Athletics +20 (for swimming checks only)
Perception +10 (+18 for scent-based checks)
Presence +4 (can only be used to Intimidate or Terrify)
Stealth +4 (+12 to avoid being seen when submerged in water)
Feats
Skill Focus (Athletics)
Organization
Solitary
Treasure
1d8 matte blue-green scales
Advancement
6-10 HD (Large)

Adult Draconic Turtle (Huge Dragon)

BV 60 **HD** 11d12+47 **CHP** 40 **XHP** 118 **CP** 12

STR	DEX	CON
34	10	24
INT	WIS	CHA
7	13	12

Structure Quadruped (possesses 4 flippers that act as locomotive limbs)
Initiative +0
Defense 19 (–2 Size, +11 Natural)
Touch 8 | Flat-Footed 19
BAB +11
Grapple +29

Attack(s)

Bite (Melee)
3 CP +19 Light attack, 3d6+12 piercing damage
4 CP +19 Standard attack, 3d6+15 piercing damage
6 CP +19 Heavy attack, 4d6+15 piercing damage
11 CP +19 Full attack, 6d6+19 piercing damage
Claws (Melee)
3 CP +15 Light attack, 1d8+7 slashing damage
4 CP +15 Standard attack, 1d8+10 slashing damage
6 CP +15 Heavy attack, 2d8+10 slashing damage
11 CP +15 Full attack, 3d8+14 slashing damage
Slam (Melee)
3 CP +15 Light attack, 1d8+2 bludgeoning damage
4 CP +15 Standard attack, 1d8+5 bludgeoning damage
6 CP +15 Heavy attack, 2d8+5 bludgeoning damage
11 CP +15 Full attack, 3d8+9 bludgeoning damage

Reach 10'
Fighting Space 15' by 15'

Special Qualities
Aquatic, Damage Reduction (14/Bludgeoning, Piercing, Slashing, 9/Ballistic, 6/Ba. Piercing), Darkvision 120', Dragon, Scent, Tough Shell, Swim (1 CP per 15ft)
Saves Fort +14 | Ref +7 | Will +8
Skills
Acrobatics +7
Athletics +36 (for swimming checks)
Perception +14 (+22 for scent-based checks)
Presence +10 (can only be used to Intimidate or Terrify)
Stealth –4 (+4 to avoid being seen when submerged in water)
Feats
Skill Focus (Athletics)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Cleave (Once per round, if the creature reduces a creature to 0 CHP or less, the creature may immediately make a melee attack against another creature within reach for no CP. The creature may move up to 10' before making this extra attack, but the creature must have enough CP to move this distance, and the creature must move directly towards another enemy creature to take this attack. The extra attack is with the same weapon as the attack that dropped the previous creature.)
Organization
Solitary or pair
Treasure
2d8 matte blue-green scales
Advancement
12-20 HD (Huge)

Dracula

Dracula is the king of all vampires, as well as the originator of the vampire strain. Rumor among those in the know has it that in more recent times he has taken to an inconspicuous, unassuming casual look; one of a red polo shirt and sweater vest, with finely pressed khakis.

Species Traits
For the purposes of Called Shot attacks, Dracula's head does not count as being protected by his natural armor (his Damage Reduction from noted damage types still apply).

Alternate Form Dracula can assume the form of a bat, for 5 Combat Points. Dracula can remain in that form until the next sunrise.

Blood Drain Dracula can suck blood from a living victim with its fangs by making a successful grapple check and subsequent bite attack. If Dracula stays in Grapple with, or Pins its foe, it drains blood by using his bite attack (see grapple rules on pg. 78-79 of the Core Rulebook for more details) and can continue to do so until the hold (Grapple or Pin) on his victim is broken. The amount of bleed damage that the creature suffers in its turn, caused by Dracula's bite attack (after any applicable Damage Reductions), heals Dracula for that amount of Hit Points. Core Hit Points are regained first before Extended Hit Points.

Cold Resistance 20 Dracula ignores the first 20 points of cold damage from any cold-based attack or effect.

Create Spawn A Sapient type creature slain by Dracula's blood drain attack rises as a vampire loyal to its creator (called the master vampire, or simply "master"). The new vampire's allegiance is to its master. All previous allegiances are lost permanently. A vampire loses its allegiance to its master (and may adopt a new allegiance to replace it) only when the master vampire is destroyed.

Domination For 5 Combat Points, Dracula can crush an opponent's will just by gazing into their eyes. Dracula can attempt to dominate only one target at a time, and the target must be within 30 feet and able to see him. A target that fails a Will Saving Throw [TN20] becomes the Dracula's thrall for 1d6 days. The thrall temporarily loses all previous allegiances and adopts a singular, unswerving allegiance to Dracula. If Dracula commands his thrall to do something blatantly self-destructive, the target can make a Will Saving Throw [TN20] to break Dracula's control. If the Saving Throw succeeds, the target becomes free-willed and regains its previous allegiances.

Damage Reduction 15/All Dracula ignores the first 15 points of damage dealt by any weapon.

Darkvision Dracula has Darkvision with a range of 210 feet.

Electricity Resistance 20 Dracula ignores the first 20 points of electricity damage from any electricity-based attack or effect.

Fast Healing 8 Dracula heals 8 points of damage each round so long as he has no lower than –10 Core Hit Points. If reduced to 0 Extended Hit Points or lower, Dracula automatically assumes gaseous form (see below) and attempts to escape. He must reach his coffin home within 2 hours or be destroyed. (He can travel up to 9 miles in 2 hours while assuming this gaseous form.) Once at rest in his coffin, his Extended Hit Points rise to 1 Extended Hit Point after 1 hour; Dracula then resumes healing at the rate of 8 Hit Points per round, beginning first with Core Hit Points.

Gaseous Form For 8 Combat Points, Dracula (and all his equipment) becomes insubstantial, misty, and translucent. Dracula gains Damage Reduction 20/All in this form. His armor (including natural armor) ceases to modify his Defense score, though other modifiers (such as from Dexterity and size) still apply. Dracula cannot attack or use supernatural abilities while in gaseous form. Dracula in this form can remain gaseous indefinitely and can fly with perfect maneuverability. He can pass through small holes or narrow openings, even mere cracks. His gaseous form is subject to wind and cannot enter water or other liquids. Dracula can revert back to solid form for 8 Combat Points, even if forced to take gaseous form due to being reduced to 0 Extended Hit Points (see above), but he must still return to his coffin within 2 hours or be destroyed.

Spider Climb Dracula can climb sheer surfaces.

Undead Dracula has the traits and immunities common to undead.

Weaknesses Dracula has several weaknesses, described below.

Direct Sunlight The merest sliver of sunlight or UV light deals 3d6 points of damage to Dracula. If Dracula is exposed to direct sunlight for 1 full round he must succeed on a Fortitude Saving Throw [TN20] or be consumed by fire and destroyed utterly. Flashlights that emit UV light deal 1d6 points of damage per round to Dracula.

Garlic Dracula cannot enter or pass through any 5-foot square containing garlic. Dracula takes a –2 penalty on melee attack rolls against a target wearing garlic.

Mirror Dracula in view of a mirror cannot use his domination ability (see above).

Running Water Dracula cannot cross running water (but may be carried across). If Dracula is immersed in running water, he loses one third of his remaining Hit Points each round until he is destroyed at the end of the third round.

Silver Dracula takes double damage from weapons and ammunition that have been silvered. Silver weapons that deal slashing, piercing or ballistic damage threaten a Critical Strike against Dracula on a natural 16-18 (unless noted otherwise), even though vampires are normally immune to Critical Strikes. A successful Critical Strike destroys Dracula instantly, turning him to dust.

Dracula (Medium Undead)

BV 65 **HD** 12d12 **CHP** 36 **XHP** 180 **CP** 22

STR	DEX	CON
22	18	—
INT	WIS	CHA
20	18	24

Structure Biped (Humanoid)
Initiative +7
Defense 20 (+4 DEX, +6 Natural, +3 Misc [against one designated opponent])
Touch 14 | Flat-Footed 16
BAB +6
Grapple +12

Attack(s)

Bite (Melee)
2 CP +12 Light attack, 1d6 piercing damage
3 CP +12 Standard attack, 1d6+3 piercing damage
5 CP +12 Heavy attack, 2d6+3 piercing damage
10 CP +12 Full attack, 3d6+7 slashing damage
*__Slam (Melee)__
2 CP +12 Light attack, 1d6+3 bludgeoning damage
3 CP +12 Standard attack, 1d6+6 bludgeoning damage
5 CP +12 Heavy attack, 2d6+6 bludgeoning damage
10 CP +12 Full attack, 3d6+10 bludgeoning damage
**__Longsword (Melee) (+3 Grandmastercraft)__
3 CP +15 Light attack, 2d8+6/12-18 piercing or slashing damage
4 CP +15 Standard attack, 2d8+9/12-18 piercing or slashing damage
6 CP +15 Heavy attack, 3d8+9/12-18 piercing or slashing damage
11 CP +15 Full attack, 4d8+13/12-18 piercing or slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Alternate Form, Blood Drain, Cold Resistance 20, Create Spawn, Damage Reduction (15/All), Darkvision 60', Domination, Electricity Resistance 20, Fast Healing 8, Gaseous Form, Spider Climb, Undead, Weaknesses, Fly (1 CP per 15ft) (Perfect)
Saves Fort +4 | Ref +12 | Will +12
Skills
Acrobatics +20
Athletics +20
Knowledge (Arcane Lore) +15
Linguistics (any three) +3
Perception +20
Presence +20
Speechcraft +16
Stealth +20 (+24 at night or in darkness)
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Skill Focus (Perception)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Focused Saving Throw (Reflex)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Evasion (When making a Reflex Saving Throw, character takes ¼ damage with a successful Saving Throw. Feat may only be used when wearing no armor, light armor, or medium armor.)
Sword Specialist (Character gains +1 die of damage when wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl, and when performing a thrust attack, the character takes no damage penalty, and gains a +2 damage bonus.)
Sword Mastery (When wielding a short, bastard, broad, long, great sword, khepesh, or maquahuitl the Critical Threat range is 12-18 and any natural roll of a 15-18 is an automatic hit. When attacking with any of the listed weapons, character may exchange one die of damage to one of bludgeoning damage.)
Skill Focus (Stealth)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Combat Awareness (The character can spend 1 Combat Point to gain a +1d2 Defense bonus. The character can not spend more Combat Points than their Character Level + 2. The bonus to the character's defense is a dodge bonus.)
Organization
Solitary
Treasure
High Quality Casual Clothes, Grandmastercraft Longsword, Tactical Sheath, 100d10 WP worth of gold, silver, and art
Advancement None

*Dracula can choose to attack with non-lethal bludgeoning damage at a –4 attack penalty to hit.

**Dracula tends to wield his longsword two-handed.

Feral Dragons, Adolescent

Species Traits
For the purposes of Called Shot attacks, a dragon's head, legs, and tail count as being protected by its natural armor. Dragons count as one size category larger for the purposes of their weight carrying capacity.

Automatic Language A feral dragon can learn or be taught to speak and understand (but neither read nor write) one language, plus its Intelligence modifier (minimum 1), common to the area in which it resides.

Breath Weapon Once every 1d6 rounds, for 7 Combat Points, an adolescent dragon can breathe a 30-foot cone of 3d8 elemental damage. The element depends on what is listed in the dragon's profile. The Reflex Saving Throw TN is (10 + ½ the dragon's HD + its Constitution modifier). Using this ability provokes an Attack of Opportunity.

Dragon A feral dragon has the traits and immunities common to dragons.

Damage Reduction Feral dragons have an amount of Damage Reduction listed in their profile.

Darkvision Adolescent dragons can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and adolescent dragons can function with no light at all.

Improved Grab To use this ability, the dragon must hit an opponent two or more size categories smaller than itself with its bite attack. If it gets a hold, it can shake the grabbed opponent back and forth, automatically dealing bite damage each round, but doing so uses all of its remaining Combat Points. Once the opponent stops resisting, the dragon can attempt to swallow on its next turn. See Special Qualities for more information.

Scent This ability allows a dragon to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Swallow Whole If a dragon begins its turn with an opponent of a proper size category (see below) smaller than itself held in its mouth, it can attempt a new grapple check as though trying to Pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the dragon, the opponent takes bludgeoning damage equal to the dragon's bite attack, result divided by 2 (rounded down), and an additional 1d3 points of acid damage per round from the monster's gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to the dragon's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gizzard using claws (or talons) or a Medium to Tiny piercing or slashing weapon. Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the gizzard in this way creates an opening large enough to permit escape. Medium or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the gizzard ignore all Damage Reductions noted in the creature's profile. A Large dragon's gizzard can hold 1 Medium-size, 2 Small, 8 Tiny, or 32 Diminutive or smaller opponents.

Black

A creature of the night soars in the black sky above the hunting grounds it calls its own. So well does it melt into the darkness, that only the occasional briefly missing stars in the night sky suggest its presence. Proud of this stealth, it is assured that one day it will be supreme over its own domain.

For the purposes of damage, an adolescent black dragon adds 1.5x its STR modifier to its tail whip attack.

Skill Bonus In a low level of light, an adolescent black dragon gains a +8 bonus to Stealth checks to avoid being seen.

Adolescent Dragon, Black (Large Dragon)

BV 65 **HD** 6d12+18 **CHP** 21 **XHP** 57 **CP** 14

STR	DEX	CON
30	16	17
INT	WIS	CHA
10	12	13

Structure Quadruped (possesses a tail and 2 wings)
Initiative +3
Defense 18 (+3 DEX, –1 Size, +6 Natural)
Touch 12 | Flat-Footed 15
BAB +6
Grapple +20

Attack(s)

Bite (Melee)
3 CP +15 Light attack, 2d6+7 piercing damage
4 CP +15 Standard attack, 2d6+10 piercing damage
6 CP +15 Heavy attack, 3d6+10 piercing damage
11 CP +15 Full attack, 4d6+14 piercing damage
Claws (Melee)
3 CP +11 Light attack, 1d8+7 slashing damage
4 CP +11 Standard attack, 1d8+10 slashing damage
6 CP +11 Heavy attack, 2d8+10 slashing damage
11 CP +11 Full attack, 3d8+14 slashing damage
Tail Whip (Melee)
3 CP +11 Light attack, 1d4+12 bludgeoning damage
4 CP +11 Standard attack, 1d4+15 bludgeoning damage
6 CP +11 Heavy attack, 2d4+15 bludgeoning damage
11 CP +11 Full attack, 3d4+19 bludgeoning damage

Reach 5' (10' with bite or tail whip)
Fighting Space 10' by 10'
Special Qualities
Breath Weapon (Cold) 3d8 [TN16], Damage Reduction (10/Slashing, 8/Ballistic, 7/Bludgeoning, Piercing, 4/Ba. Piercing), Darkvision 60', Dragon, Improved Grab, Scent, Swallow Whole (DEF 10, DMG 8), Fly (1 CP per 25ft) (Good), Run (1 CP per 15ft)
Saves Fort +8 | Ref +8 | Will +6
Skills
Acrobatics +14
Athletics +18
Perception +10 (+18 for scent-based checks)
Stealth +9 (+17 to avoid being seen in sufficient darkness)
Feats
Skill Focus (Acrobatics)
Skill Focus (Stealth)
Organization
Solitary, pair, or gang (1d3+2)
Treasure
1d2 horns, 2d6 pearlescent black scales, 2d8 teeth, 1d2 wings
Advancement
7-11 HD (Large)

Blue

This dragon moves through water like a swallow through air, utterly unhindered by its domain. Crocodile-like, it could pass for it without the clues of the obvious long neck, the fins on its rear legs, and four long, catfish-like barbels around its maw. Secure in its agility, it glides through currents like a kestrel.

Aquatic Blue dragons can move in water without making Athletics checks and cannot drown in water. Blue dragons are also amphibious and can breathe in non-aquatic environments with proper oxygen levels.

Breath Weapon In addition, any creatures hit by the attack that fail their Reflex Saving Throw must make a Fortitude Saving Throw (10 + ½ dragon's HD + its Constitution modifier) or be Paralyzed for 1d6 rounds.

Electricity Resistance 12 An adolescent blue dragon ignores the first 12 points of electricity damage from any electricity-based attack or effect.

Skill Bonus An adolescent blue dragon gains a +4 bonus to resist any harmful effects (such as Paralysis or Stunning) of an electricity-based attack or effect. In a sufficiently sized body of water a blue dragon gains a +8 bonus on Stealth checks.

Adolescent Dragon, Blue (Large Dragon)

BV 62 **HD** 6d12+24 **CHP** 22 **XHP** 42 **CP** 14

STR	DEX	CON
27	14	18
INT	WIS	CHA
7	16	9

Structure Quadruped (possesses a tail)
Initiative +2
Defense 19 (+2 DEX, –1 Size, +8 Natural)
Touch 11 | Flat-Footed 17
BAB +6
Grapple +18

Attack(s)

Bite (Melee)
3 CP +13 Light attack, 2d6+5 piercing damage
4 CP +13 Standard attack, 2d6+8 piercing damage
6 CP +13 Heavy attack, 3d6+8 piercing damage
11 CP +13 Full attack, 4d6+12 piercing damage
Claws (Melee)
3 CP +9 Light attack, 1d8+5 slashing damage
4 CP +9 Standard attack, 1d8+8 slashing damage
6 CP +9 Heavy attack, 2d8+8 slashing damage
11 CP +9 Full attack, 3d8+12 slashing damage

Reach 5' (10' with bite)
Fighting Space 10' by 10'
Special Qualities
Aquatic, Breath Weapon (Electric) 3d8 [TN17], Damage Reduction (8/Piercing, Slashing, 5/Ballistic, Bludgeoning, 2/Ba. Piercing), Darkvision 60', Dragon, Electricity Resistance 12, Improved Grab, Scent, Swallow Whole (DEF 11, DMG 6), Swim (1 CP per 20ft)
Saves Fort +9 (+13 for electrical effects) | Ref +7 | Will +8
Skills
Acrobatics +5
Athletics +20 (+28 for swimming checks)
Perception +8 (+16 for scent-based checks)
Stealth +2 (+10 when submerged in water)
Feats
Skill Focus (Athletics)
Organization
Solitary, pair, or gang (2d2)
Treasure
2d6 pearlescent blue scales, 2d8 teeth, 1d4 whiskers
Advancement
7-9 HD (Large)

Green

A herd of potential prey frantically scatters about a grassy plain as the drake takes flight from a nearby forest. The dragon deftly snatches one off of the ground and drops it from on high that it may easily feast on the broken remains. Such a technique saves the time and effort of trying to attack another creature, even if it is less than sporting.

Adolescent Dragon, Green (Large Dragon)

BV 65 **HD** 7d12+28 **CHP** 25 **XHP** 73 **CP** 13

STR	DEX	CON
34	12	18
INT	WIS	CHA
7	14	10

Structure Quadruped (possesses a tail and 2 wings)
Initiative +1
Defense 19 (+1 DEX, –1 Size, +9 Natural)
Touch 10 | Flat-Footed 18
BAB +7
Grapple +25

Attack(s)

Bite (Melee)
3 CP +18 Light attack, 2d6+9 piercing damage
4 CP +18 Standard attack, 2d6+12 piercing damage
6 CP +18 Heavy attack, 3d6+12 piercing damage
11 CP +18 Full attack, 4d6+16 piercing damage
Claws (Melee)
3 CP +14 Light attack, 1d8+9 slashing damage
4 CP +14 Standard attack, 1d8+12 slashing damage
6 CP +14 Heavy attack, 2d8+12 slashing damage
11 CP +14 Full attack, 3d8+16 slashing damage
Tail Whip (Melee)
3 CP +14 Light attack, 1d6+9 bludgeoning damage
4 CP +14 Standard attack, 1d6+12 bludgeoning damage
6 CP +14 Heavy attack, 2d6+12 bludgeoning damage
11 CP +14 Full attack, 3d6+16 bludgeoning damage

Reach 5' (10' with bite or tail whip)
Fighting Space 10' by 10'
Special Qualities
Breath Weapon (Acid) 3d8 [TN17], Damage Reduction (10/Piercing, Slashing, 7/Bludgeoning, 6/Ballistic, 3/Ba. Piercing), Darkvision 60', Dragon, Improved Grab, Scent, Swallow Whole (DEF 12, DMG 10), Fly (1 CP per 20ft) (Poor), Run (1 CP per 10ft)
Saves Fort +9 | Ref +6 | Will +7
Skills
Acrobatics +9
Athletics +20
Perception +10 (+18 for scent-based checks)
Presence +4 (can only be used to Intimidate or Terrify)
Feats
Skill Focus (Athletics)
Organization
Solitary, pair, or gang (1d2+2)
Treasure
2d6 matte green scales, 2d8 teeth, 1d2 wings
Advancement
8-11 HD (Large)

Red

Brutal of thew and thought, the scarlet dragon uses its teeth, claws, and fiery breath interchangeably. Even wounded, it is a mighty foe, and brooks no opposition.

Adolescent Dragon, Red (Large Dragon)

BV 65 **HD** 7d12+35 **CHP** 26 **XHP** 80 **CP** 14

STR	DEX	CON
36	10	20
INT	WIS	CHA
7	12	10

Structure Quadruped (possesses a tail and 2 wings)
Initiative +0
Defense 19 (–1 Size, +10 Natural)
Touch 9 | Flat-Footed 19
BAB +7
Grapple +24

Attack(s)

Bite (Melee)
3 CP +19 Light attack, 2d6+10 piercing damage
4 CP +19 Standard attack, 2d6+13 piercing damage
6 CP +19 Heavy attack, 3d6+13 piercing damage
11 CP +19 Full attack, 4d6+17 piercing damage
Claws (Melee)
3 CP +15 Light attack, 1d8+10 slashing damage
4 CP +15 Standard attack, 1d8+13 slashing damage
6 CP +15 Heavy attack, 2d8+13 slashing damage
11 CP +15 Full attack, 3d8+17 slashing damage
Tail Whip (Melee)
3 CP +19 Light attack, 1d6+10 bludgeoning damage
4 CP +19 Standard attack, 1d6+13 bludgeoning damage
6 CP +19 Heavy attack, 2d6+13 bludgeoning damage
11 CP +19 Full attack, 3d6+17 bludgeoning damage

Reach 5' (10' with bite or tail whip)
Fighting Space 10' by 10'
Special Qualities
Breath Weapon (Fire) 3d8 [TN18], Damage Reduction (12/Bludgeoning, Piercing, Slashing, 9/Ballistic, 4/Ba. Piercing), Darkvision 60, Dragon, Improved Grab, Scent, Swallow Whole (DEF 14, DMG 11), Fly (1 CP per 15ft) (Poor), Run (2 CP per 15 ft)
Saves Fort +10 | Ref +5 | Will +6
Skills
Acrobatics +6
Athletics +18
Perception +8 (+16 for scent-based checks)
Presence +4 (+9 when Intimidating) (can only be used to Intimidate or Terrify)
Feats
Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature's activities.)
Organization
Solitary, pair, or gang (1d3+2)
Treasure
1d2 horns, 2d6 red scales, 2d8 teeth, 1d2 wings
Advancement
8-11 HD (Large)

White

While not the mightiest of the dragons, the white is still quite a dragon, with raw cunning and sharp observation. Woe to the enemy–draconic or otherwise–who would mistake the slightly lesser of the dragons for a lesser breed of creature.

Breath Weapon In addition, creatures hit by the attack must make a Fortitude Saving Throw to avoid being Deafened for 1d6 rounds, and a Will Saving Throw to avoid being Confused for 1d4 rounds. The Saving Throw TNs are equal to (10 + ½ the dragon's HD + its Constitution modifier). Adequate hearing protection grants a +6 equipment bonus to both Saving Throws.

Adolescent Dragon, White (Large Dragon)

BV 64 **HD** 7d12+28 **CHP** 25 **XHP** 73 **CP** 13

STR	DEX	CON
32	12	19
INT	WIS	CHA
10	12	8

Structure Quadruped (possesses a tail and 2 wings)
Initiative +1
Defense 18 (+1 DEX, –1 Size, +8 Natural)
Touch 10 | Flat-Footed 17
BAB +7
Grapple +22

Attack(s)

Bite (Melee)
3 CP +17 Light attack, 2d6+8 piercing damage
4 CP +17 Standard attack, 2d6+10 piercing damage
6 CP +17 Heavy attack, 3d6+10 piercing damage
11 CP +17 Full attack, 4d6+14 piercing damage
Claws (Melee)
2 CP +15 Light attack, 1d8+8 slashing damage
3 CP +15 Standard attack, 1d8+10 slashing damage
5 CP +15 Heavy attack, 2d8+10 slashing damage
10 CP +15 Full attack, 3d8+14 slashing damage
Tail Whip (Melee)
3 CP +13 Light attack, 1d6+8 bludgeoning damage
4 CP +13 Standard attack, 1d6+10 bludgeoning damage
6 CP +13 Heavy attack, 2d6+10 bludgeoning damage
11 CP +13 Full attack, 3d6+14 bludgeoning damage

Reach 5' (10' with bite or tail whip)
Fighting Space 10' by 10'
Special Qualities
Breath Weapon (Concussion) 3d8 [TN17], Damage Reduction (11/Bludgeoning, Slashing, 9/Ballistic, Piercing, 4/Ba. Piercing), Darkvision 60', Dragon, Improved Grab, Scent, Swallow Whole (DEF 12, DMG 10), Fly (1 CP per 20ft) (Poor), Run (2 CP per 15ft)
Saves Fort +9 | Ref +6 | Will +6
Skills
Acrobatics +12
Athletics +18
Perception +10 (+16 for scent-based checks)
Presence +3 (can only be used to Intimidate or Terrify)
Feats
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary, pair, or gang (1d2+2)
Treasure
1d2 horns, 2d6 white scales, 2d8 teeth, 1d2 wings
Advancement
8-11 HD (Large)

Feral Dragons, Adult

Species Traits
For the purposes of Called Shot attacks, a dragon's head, legs, and tail count as being protected by its natural armor.

Automatic Language A feral dragon can learn or be taught to speak and understand (but neither read nor write) one language, plus its Intelligence modifier (minimum 1), common to the area in which it resides.

Breath Weapon Once every 1d6+2 rounds, for 7 Combat Points, an adult dragon can breathe a 30-foot cone of 4d8+10 element damage. The element depends on what is listed in the dragon's profile. The Reflex Saving Throw TN is (10 + ½ the dragon's HD + its Constitution modifier). The amount of damage dice increases by 1 if the dragon increases in size. Using this ability provokes an Attack of Opportunity.

Dragon A feral dragon has the traits and immunities common to dragons.

Damage Reduction Feral dragons have an amount of Damage Reduction listed in their profile.

Darkvision Adult dragons can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and adult dragons can function with no light at all.

Improved Grab To use this ability, the dragon must hit an opponent two or more size categories smaller than itself with its bite attack. If it gets a hold, it can shake the grabbed opponent back and forth, automatically dealing bite damage each round, but doing so uses all of its remaining Combat Points. Once the opponent stops resisting, the dragon can attempt to swallow on its next turn. See Special Qualities for more information.

Rapid Clotting Adult feral dragons have a natural ability to stop bleeding in a short amount of time. An adult feral dragon heals bleeding at a rate of 1 die of bleed damage per 2 combat rounds. This ability can only stop bleeding and cannot actually heal damage.

Scent This ability allows a dragon to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Swallow Whole If a dragon begins its turn with an opponent of a proper size category (see below) held in its mouth, it can attempt a new grapple check as though trying to Pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the dragon, the opponent takes bludgeoning damage equal to the dragon's bite attack, result divided by 2 (rounded down), and an additional 1d4 points of acid damage per round from the monster's gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to the dragon's maw, where another successful grapple check is needed to get free.

Alternatively, the swallowed creature can attack from inside the gizzard using claws (talons) or a Large, Medium, Small, or Tiny piercing or slashing weapon. Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the gizzard in this way creates an opening large enough to permit escape. Large or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the gizzard ignore all Damage Reductions noted in the creature's profile. An Huge dragon's gizzard can hold 4 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents. See Special Qualities for more information.

Black

This master of the night sky has realized it goal of being supreme over its hunting ground. It realizes however, that others of its draconic kin also have their own designs and ambitions, and raw power that it does not possess. As a result of this the beast is now practiced in the ways rhetoric… all the better deceive and later outmaneuver its foes.

For the purposes of damage, an adult black dragon adds 1.5x its STR modifier to its tail whip attack.

Skill Bonus In a low level of light, an adult black dragon gains a +8 bonus to Stealth checks to avoid being seen.

Adult Dragon, Black (Huge Dragon)

BV 100 **HD** 12d12+40 **CHP** 43 **XHP** 118 **CP** 14

STR	DEX	CON
42	14	23
INT	WIS	CHA
12	12	13

Structure Quadruped (possesses a tail and 2 wings)
Initiative +2
Defense 22 (+2 DEX, –2 Size, +10 Natural)
Touch 10 | Flat-Footed 18
BAB +12
Grapple +36

Attack(s)

Bite (Melee)
4 CP +26 Standard attack, 2d8+16 piercing damage
6 CP +26 Heavy attack, 3d8+16 piercing damage
11 CP +26 Full attack, 4d8+20 piercing damage
Claws (Melee)
4 CP +22 Standard attack, 2d6+16 slashing damage
6 CP +22 Heavy attack, 3d6+16 slashing damage
11 CP +22 Full attack, 4d6+20 slashing damage
Tail Whip (Melee)
4 CP +22 Standard attack, 1d6+24 bludgeoning damage
6 CP +22 Heavy attack, 2d6+24 bludgeoning damage
11 CP +22 Full attack, 3d6+28 bludgeoning damage

Reach 10' (15' with bite or 20' with tail whip)

Fighting Space 15' by 15'
Special Qualities
Breath Weapon (Cold) 4d8+10 [TN23], Damage Reduction (20/Slashing, 18/Ballistic, 14/Bludgeoning, Piercing, 9/Ba. Piercing), Darkvision 120', Dragon, Improved Grab, Rapid Clotting, Scent, Swallow Whole (DEF 13, DMG 16), Fly (1 CP per 25ft) (Average), Run (1 CP per 15ft)
Saves Fort +14 | Ref +14 | Will +9
Skills
Acrobatics +22
Athletics +31
Perception +18 (+24 for scent-based checks)
Speechcraft +12
Stealth +9 (+18 to avoid being seen in sufficient darkness)
Feats
Skill Focus (Acrobatics) (Grants a +4 bonus to the chosen skill if it is already a focused skill, otherwise a +2 bonus and the creature gains the skill as a focused skill.)
Skill Focus (Stealth)
Focused Saving Throw (Reflex)
Organization
Solitary, pair, or clutch (2 adult black dragons and 2d3 adolescent black dragons)
Treasure
1d4 horns, 3d6 pearlescent black scales, 4d6 teeth, 1d2 wings
Advancement
13-25 HD (Huge)

Blue

Other than an increase in the size of this dragon, nothing much has changed. It is still just as swift in the water as it ever was.

For the purposes of damage, an adult blue dragon adds 1.5x its STR modifier to both its bite attack.

Aquatic Blue dragons can move in water without making Athletics checks and cannot drown in water. Blue dragons are also amphibious and can breathe in non-aquatic environments with proper oxygen levels.

Breath Weapon In addition, any creatures hit by the attack that fail their Reflex Saving Throw must make a Fortitude Saving Throw (10 + ½ dragon's HD + its Constitution modifier) or be Paralyzed for 1d6 rounds.

Electricity Resistance 24 An adult blue dragon ignores the first 24 points of electricity damage from any electricity-based attack or effect.

Skill Bonus An adult blue dragon retains the +4 bonus to resist any harmful effects (such as Paralysis or Stunning) of an electricity-based attack or effect. In a sufficiently sized body of water a blue dragon gains a +8 bonus on Stealth checks.

Adult Dragon, Blue (Huge Dragon)

BV 97 **HD** 10d12+42 **CHP** 36 **XHP** 107 **CP** 14

STR	DEX	CON
39	12	24
INT	WIS	CHA
8	16	9

Structure Quadruped (possesses a tail)
Initiative +1
Defense 21 (+1 DEX, –2 Size, +12 Natural)
Touch 9 | Flat-Footed 20
BAB +10
Grapple +32

Attack(s)

Bite (Melee)
4 CP +19 Standard attack, 2d8+21 piercing damage
6 CP +19 Heavy attack, 3d8+21 piercing damage
11 CP +19 Full attack, 4d8+25 piercing damage
Claws (Melee)
4 CP +15 Standard attack, 2d6+14 slashing damage
6 CP +15 Heavy attack, 3d6+14 slashing damage
11 CP +15 Full attack, 4d6+14 slashing damage
Reach 10' (15' with bite)

Fighting Space 15' by 15'
Special Qualities
Aquatic, Breath Weapon (Electric) 4d8+10 [TN22], Damage Reduction (16/Piercing, Slashing, 14/Ballistic, Bludgeoning, 7/Ba. Piercing), Darkvision 120', Dragon, Electricity Resistance 24, Improved Grab, Rapid Clotting, Scent, Swallow Whole (DEF 14, DMG 14), Swim (1 CP per 20ft)
Saves Fort +14 (+18 for electrical effects) | Ref +8 | Will +10
Skills
Acrobatics +4
Athletics +30 (+38 for swimming checks)
Perception +16 (+24 for scent-based checks)
Stealth +2 (+10 when submerged in water)
Feats
Skill Focus (Athletics)
Skill Focus (Perception)
Organization
Solitary, pair, or clutch (2 adult blue dragons and 2d3 adolescent blue dragons)
Treasure
3d6 pearlescent blue scales, 4d6 teeth, 1d6 whiskers
Advancement
11-30 HD (Huge)

Green

Now an even mightier beast, it can take almost anything it wants. Due to its natural weapons having become more potent, it now no longer prefers dropping its prey from high altitudes…And besides, where is the fun in that?

For the purposes of damage, an adult green dragon adds 1.5x its STR modifier to both its bite and tail whip attacks.

Adult Dragon, Green (Huge Dragon)

BV 100 **HD** 12d12+51 **CHP** 43 **XHP** 129 **CP** 13

STR	DEX	CON
46	10	24
INT	WIS	CHA
9	14	12

Structure Quadruped (possesses a tail and 2 wings)
Initiative +0
Defense 21 (–2 Size, +13 Natural)
Touch 8 | Flat-Footed 21
BAB +12
Grapple +38

Attack(s)

Bite (Melee)
4 CP +28 Standard attack, 2d8+27 piercing damage
6 CP +28 Heavy attack, 3d8+27 piercing damage
11 CP +28 Full attack, 4d8+31 piercing damage
Claws (Melee)
4 CP +24 Standard attack, 2d6+18 slashing damage
6 CP +24 Heavy attack, 3d6+18 slashing damage
11 CP +24 Full attack, 4d6+22 slashing damage
Tail Whip (Melee)
4 CP +24 Standard attack, 1d8+27 bludgeoning damage
6 CP +24 Heavy attack, 2d8+27 bludgeoning damage
11 CP +24 Full attack, 3d8+31 bludgeoning damage

Reach 10' (15' with bite or 20' with tail whip)
Fighting Space 15' by 15'

Special Qualities
Breath Weapon (Acid) 4d8+10 [TN23], Damage Reduction (22/Piercing, Slashing, 20/Ballistic, Bludgeoning, 10/Ba. Piercing), Darkvision 120', Dragon, Improved Grab, Rapid Clotting, Scent, Swallow Whole (DEF 15, DMG 17), Fly (1 CP per 20ft) (Clumsy), Run (1 CP per 10ft)
Saves Fort +15 | Ref +8 | Will +10
Skills
Acrobatics +16
Athletics +28
Perception +20 (+28 for scent-based checks)
Presence +12 (can only be used to Intimidate or Terrify)
Feats
Skill Focus (Athletics)
Skill Focus (Presence)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Organization
Solitary, pair, or clutch (2 adult green dragons and 3d2 adolescent green dragons)
Treasure
1d4 horns, 3d6 matte green scales, 4d6 teeth, 1d2 wings
Advancement
13-22 HD (Huge)
23-30 HD (Gargantuan)

Red

Its amazing power now realized, this violent dragon is now virtually unmatched in its strength, making it a so-called "king of the dragons." In truth its strength rarely has to be brought to bear, as most simply surrender or refuse to challenge the dragon once it is seen. Needless to say, this makes its days rather boring and uneventful.

For the purposes of damage, an adult red dragon adds 1.5x its STR modifier to both its bite and tail whip attacks.

Adult Dragon, Red (Huge Dragon)

BV 105 **HD** 12d12+63 **CHP** 44 **XHP** 141 **CP** 14

STR	DEX	CON
48	8	26
INT	WIS	CHA
9	12	12

Structure Quadruped (possesses a tail and 2 wings)
Initiative –1
Defense 21 (–1 DEX, –2 Size, +14 Natural)
Touch 7 | Flat-Footed 21
BAB +12
Grapple +39

Attack(s)

Bite (Melee)
4 CP +29 Standard attack, 2d8+28 piercing damage
6 CP +29 Heavy attack, 3d8+28 piercing damage
11 CP +29 Full attack, 4d8+32 piercing damage
Claws (Melee)
4 CP +24 Standard attack, 2d6+19 slashing damage
6 CP +24 Heavy attack, 3d6+19 slashing damage
11 CP +24 Full attack, 4d6+23 slashing damage
Tail Whip (Melee)
4 CP +24 Standard attack, 1d8+28 bludgeoning damage
6 CP +24 Heavy attack, 2d8+28 bludgeoning damage
11 CP +24 Full attack, 3d8+32 bludgeoning damage

Reach 10' (15' with bite or 20' with tail whip)
Fighting Space 15' by 15'
Special Qualities
Breath Weapon (Fire) 4d8+10 [TN24], Damage Reduction (24/Bludgeoning, Piercing, Slashing, 22/Ballistic, 11/Ba. Piercing), Darkvision 120', Dragon, Improved Grab, Rapid Clotting, Scent, Swallow Whole (DEF 17, DMG 19), Fly (1 CP per 15ft) (Clumsy), Run (2 CP per 15ft)
Saves Fort +16 | Ref +7 | Will +9
Skills
Acrobatics +16
Athletics +34
Perception +16 (+24 for scent-based checks)
Presence +11 (+18 when Intimidating) (can only be used to Intimidate or Terrify)
Feats
Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature's activities.)
Skill Focus (Athletics)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Organization
Solitary, pair, or clutch (2 adult red dragons and 2d4 adolescent red dragons)
Treasure
1d4 horns, 3d6 matte red scales, 4d6 teeth, 1d2 wings
Advancement
13-19 HD (Huge)
20-30 HD (Gargantuan)

White

Although still living in the shadow of two more powerful dragon sub-species, this still formidable dragon has honed its sense of cunning and steeled its will for combat. Its bravery makes it capable of both poorly chosen continuations of fights or of great victories.

For the purposes of damage, an adult white dragon adds 1.5x its STR modifier to both its bite and tail whip attack.

Breath Weapon White dragon breath instead deals 4d8+4 damage. In addition, creatures hit by the attack must make a Fortitude Saving Throw to avoid being Deafened for 1d6 rounds, and a Will Saving Throw to avoid being Confused for 1d4 rounds. The Saving Throw TNs are equal to (10 + ½ the dragon's HD + its Constitution modifier). Adequate hearing protection grants a +4 equipment bonus to both Saving Throws.

Ferocity An adult white dragon is so fiercely aggressive in combat that it continues fighting even when Disabled or Dying.

Adult Dragon, White (Huge Dragon)

BV 102 **HD** 12d12+51 **CHP** 43 **XHP** 129 **CP** 13

STR	DEX	CON
44	10	25
INT	WIS	CHA
10	12	8

Structure Quadruped (possesses a tail and 2 wings)
Initiative +0
Defense 20 (–2 Size, +12 Natural)
Touch 8 | Flat-Footed 20
BAB +12
Grapple +37

Attack(s)

Bite (Melee)
3 CP +27 Light attack, 2d8+22 piercing damage
4 CP +27 Standard attack, 2d8+25 piercing damage
6 CP +27 Heavy attack, 3d8+25 piercing damage
11 CP +27 Full attack, 4d8+29 piercing damage
Claws (Melee)
2 CP +25 Light attack, 2d6+14 slashing damage
3 CP +25 Standard attack, 2d6+17 slashing damage
5 CP +25 Heavy attack, 3d6+17 slashing damage
10 CP +25 Full attack, 4d6+21 slashing damage
Tail Whip (Melee)
3 CP +23 Light attack, 1d8+22 bludgeoning damage
4 CP +23 Standard attack, 1d8+25 bludgeoning damage
6 CP +23 Heavy attack, 2d8+25 bludgeoning damage
11 CP +23 Full attack, 3d8+29 bludgeoning damage

Reach 10' (15' with bite or 20' with tail whip)
Fighting Space 15' by 15'
Special Qualities
Breath Weapon (Concussion) 4d8+4 [TN23], Damage Reduction (22/Bludgeoning, Slashing, 19/Ballistic, Piercing, 9/Ba. Piercing), Darkvision 120', Dragon, Ferocity, Improved Grab, Rapid Clotting, Scent, Swallow Whole (DEF 15, DMG 17), Fly (1 CP per 20ft) (Clumsy), Run (2 CP per 15ft)
Saves Fort +15 | Ref +8 | Will +13
Skills
Acrobatics +16
Athletics +32
Perception +20 (+28 for scent-based checks)
Presence +10 (can only be used to Intimidate or Terrify)
Speechcraft +6
Feats
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Skill Focus (Perception)
Focused Saving Throw (Will)
Organization
Solitary, pair, or clutch (2 adult white dragons and 3d3 adolescent white dragons)
Treasure
1d4 horns, 3d6 white scales, 4d6 teeth, 1d2 wings
Advancement
13-30 HD (Huge)

Ferrovore

This ruddy-colored creature looks like a weird cross between a beetle and a lobster with no claws. It has but one purpose in life; to find and eat any kind of ferric metal that it can get into its greedy little mouth.

Species Traits
For the purposes of Called Shot attacks, a ferrovore's head and other extremities do not count as being protected by its natural armor.

Darkvision Ferrovores can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and ferrovores can function with no light at all.

Fowling Aura For reasons yet to be known, when firearms are in use around a ferrovore, they tend to misfeed or otherwise fail to fire more easily. This aura has a 20-foot-radius burst centered on the ferrovore that increases a firearm's Error Range by +15. This effect stops when the ferrovore is killed or its aura moves away from the affected firearms. This effect does not stack with multiple ferrovores present.

Oxidizing Saliva A ferrovore can spit its saliva onto objects and cause ferrous (iron-based) metals to rust and firearms to malfunction. For 7 Combat Points, a ferrovore makes a ranged Touch attack to strike a held object (using the standard rules but ignoring the target's DEX modifier). If a melee weapon made of ferrous metal is hit, it becomes treated as an improvised weapon, incurring all of the applicable penalties. This effect remains until the weapon is repaired. If a firearm is hit, it suffers a +35 increase in its Error Range to a maximum of 75%. When used against a firearm, this effect does not stack with multiple uses, but does stack with the Fowling Aura ability (again, to a maximum of 75% Error Range).

An affected firearm's increase in Error Range remains with the firearm until it is properly cleaned (Craft (Mechanical) Repair [TN20]) with a proper Firearm Cleaning Kit. If used as an attack against a creature wearing ferrous metal armor, the attack functions as a normal Touch attack against a creature, but does 2d4 points of damage against the Armor Point value of the armor. An affected melee weapon will be treated as an improvised weapon until it is cleaned and repaired (Craft (Structural) Repair [TN20]).

Skill Bonus Ferrovores receive a +8 bonus on Perception checks to smell ferrous metals.

Ferrovore (Small Aberration)

BV 12 **HD** 2d8 **CHP** 6 **XHP** 9 **CP** 12

STR	DEX	CON
7	16	10
INT	WIS	CHA
2	13	7

Structure Arthropod/Insect-like (possesses a head, abdomen/thorax, and 4 legs)
Initiative +3
Defense 15 (+3 DEX, +1 Size, +1 Natural)
Touch 14 | Flat-Footed 12
BAB +1
Grapple –5

Attack(s)

Bite (Melee)
2 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +0 Standard attack, 1 piercing damage (no effect against armor)
5 CP +0 Heavy attack, 2d3 piercing damage
10 CP +0 Full attack, 3d2+2 piercing damage
Oxidizing Saliva (Ranged Touch)
20ft max
7 CP +5 attack, special damage (see above text) (no effect against non ferric metal armor)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Darkvision 60', Fowling Aura 20', Oxidizing Saliva 20'
Saves Fort +0 | Ref +3 | Will +4
Skills
Acrobatics +9
Athletics +3
Perception +4 (+12 when smelling for ferrous metals)
Stealth +8
Feats None
Organization
Solitary, pair, or nest (3d3)
Treasure None
Advancement
3-4 HD (Small)
5-7 HD (Medium)

Eagle

The amazing eyesight of this bird of prey allows it to see potential prey from distances impossible for most other creatures.

Species Traits
These statistics can describe eagles such as the bald eagle, the black eagle, the gold eagle or other species of eagles. An eagle can only move a maximum of 10 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Low-Light Vision Eagles can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses Eagles receive a +8 species bonus on Perception checks to see in the daylight.

Bonus Feat Eagles gain the bonus feat Weapon Expertise (Claws).

Eagle (Small Animal)

BV 2 **HD** 1d8+1 **CHP** 4 **XHP** 5 **CP** 12

STR	DEX	CON
10	15	12
INT	WIS	CHA
2	14	7

Structure Biped (Avian)
Initiative +2
Defense 13 (+2 DEX, +1 Size)
Touch 13 | Flat-Footed 11
BAB +0
Grapple –4

Attack(s)

Bite (Melee)
2 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d3 piercing damage
5 CP +1 Heavy attack, 2d3 piercing damage
Claws (Melee)
1 CP +3 Light attack, 1d4–3 slashing damage (non-lethal) (no effect against armor)
2 CP +3 Standard attack, 1d4 slashing damage
4 CP +3 Heavy attack, 2d4 slashing damage
9 CP +3 Full attack, 3d4+4 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Fly (1 CP per 25ft) (Good)
Saves Fort +3 | Ref +4 | Will +2
Skills
Acrobatics +3
Perception +2 (+10 to sight-based checks in daylight)
Feats
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary or pair
Treasure
1d8 feathers
Advancement
2 HD (Small)

Elemental, Pain

Covered in all manner of garish purple bruises and fresh red gashes, this entity's form projects an almost physical aura of agony and pain.

Species Traits
For the purposes of Called Shot attacks, a pain elemental's head and other extremities count as being protected by its natural armor.

Acid Resistance 5 A pain elemental ignores the first 5 points of acid damage from any acid-based attack or effect.

Automatic Language A pain elemental understands (but can neither read, speak, nor write) all spoken languages.

Blindsight A pain elemental is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the pain elemental's use of this ability.

Damage Reduction 6/All A pain elemental ignores the first 6 points of damage dealt by any weapon.

Elemental A pain elemental has the traits and immunities common to elementals.

Improved Grab To use this ability, the pain elemental must hit with its slam attack. If it gets a hold, it can use its Painful Touch.

Painful Touch If a pain elemental successfully grapples a creature of the same size or smaller than itself, it inflicts 2d6 points of non-lethal damage to the creature merely by touching it for each round the grapple is maintained (including the round in which the grapple is first achieved). If a creature is reduced to 0 or less Extended Hit Points, it must make a Fortitude Saving Throw (TN 10 + ½ the pain elemental's HD + its Constitution modifier). If the creature succeeds its Extended Hit Points fall to 1 and it becomes Fatigued (or Exhausted if it was already Fatigued). If a creature fails its Saving Throw it immediately becomes Helpless for 1d10+2 rounds, after which the creature regains 1 Extended Hit Point (assuming the creature was not in a Dying condition) and is once more able to act. If a creature's Extended Hit Points is already at 0 or lower when it is attacked by this ability, it must still make the Fortitude Saving Throw and is subject to the same consequences for failure, but even if it succeeds it does not regain any Extended Hit Points in this manner.

Pain Elemental (Medium Elemental)

BV 34 **HD** 6d8+36 **CHP** 24 **XHP** 63 **CP** 14

STR	DEX	CON
16	12	22
INT	WIS	CHA
10	10	10

Structure Biped (Humanoid)
Initiative +1
Defense 16 (+1 DEX, +5 Natural)
Touch 11 | Flat-Footed 15
BAB +4
Grapple +7

Attack(s)

Claws (Melee)
1 CP +5 Light attack, 1d4–2 slashing damage
2 CP +5 Standard attack, 1d4+1 slashing damage
4 CP +5 Heavy attack, 2d4+1 slashing damage
9 CP +5 Full attack, 3d4+5 slashing damage
Slam (Melee)
2 CP +7 Light attack, 1d6 bludgeoning damage
3 CP +7 Standard attack, 1d6+3 bludgeoning damage
5 CP +7 Heavy attack, 2d6+3 bludgeoning damage
10 CP +7 Full attack, 3d6+7 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Acid Resistance 5, Blindsight 60', Damage Reduction (6/All), Elemental, Improved Grab, Painful Touch 2d6 (non-lethal) [TN19]
Saves Fort +12 | Ref +6 | Will +2
Skills
Acrobatics +6
Athletics +13
Perception +12
Presence +6 (can only be used to Intimidate or Terrify)
Feats
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Focused Saving Throw (Fortitude)
Organization
Solitary
Treasure None
Advancement
7-9 HD (Medium)
10-11 HD (Large)

Elemental, Rage

The color of fire permeates this being's body. It has the appearance of a male humanoid, but with a certain posture and body language that only suggest that it knows one thing… rage!

Species Traits
For the purposes of Called Shot attacks, a rage elemental's head and other extremities count as being protected by its natural armor.

Automatic Language A rage elemental understands (but can neither read, speak, nor write) all spoken languages.

Blindsight A rage elemental is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the rage elemental's use of this ability.

Controlled Rage At any point during combat, a rage elemental may enter a state of directed anger. While in this state the rage elemental incurs a –2 penalty to its Defense score, gains a +4 bonus on all attack rolls, and gains a +3 damage bonus against one specific target designated by the GM. This state has a duration of 5 rounds and can only be used once every 1d8+2 rounds after the ability's duration has ended. No Combat Points are required to activate this ability.

Damage Reduction 4/Bludgeoning, Piercing, Slashing A rage elemental ignores the first 4 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Elemental A rage elemental has the traits and immunities common to elementals.

Fire Resistance 5 A rage elemental ignores the first 5 points of fire damage from any fire-based attack or effect.

Infuriating Stare For 6 Combat Points, a rage elemental can cause a target to become enraged. This ability may be used against one specific target at a time. The rage elemental must be facing and have a direct line of sight to a target within 60 feet and the target must be able to see the rage elemental. If the target fails a Will Saving Throw (TN 10 + ½ the rage elemental's HD + its Charisma modifier) the target becomes enraged, suffers a –3 penalty to its Defense score, a +2 bonus on all attack rolls, and must concentrate all effort on attacking the offending rage elemental by whatever means available at its disposal, taking the most direct route to attack if it is physically possible to do so. If its path leads into a dangerous area (through flame, off a building, or the like), the affected target is entitled to a second Saving Throw at the same TN to negate the effect.

The affected target may attempt a Will Saving Throw at the beginning of its next turn, with a +1 bonus to the Saving Throw for every round that has elapsed since the effect began. The effects of this ability end when the rage elemental is rendered unable to fight or the affected creature makes a successful Will Saving Throw, whichever is first. This ability only affects creatures with an Intelligence ability score of 3 or greater and can only be used once every 1d10 rounds.

Rage Elemental (Medium Elemental)

BV 27 **HD** 6d8+12 **CHP** 20 **XHP** 39 **CP** 16

STR	DEX	CON
20	12	14
INT	WIS	CHA
12	6	14

Structure Biped (Humanoid)
Initiative +1
Defense 14 (+1 DEX, +3 Natural)
Touch 11 | Flat-Footed 13
BAB +4
Grapple +9

Attack(s)

Claws (Melee)
1 CP +7 Light attack, 1d4+2 slashing damage
2 CP +7 Standard attack, 1d4+5 slashing damage
4 CP +7 Heavy attack, 2d4+5 slashing damage
9 CP +7 Full attack, 3d4+9 slashing damage
Slam (Melee)
2 CP +9 Light attack, 1d6+2 bludgeoning damage
3 CP +9 Standard attack, 1d6+5 bludgeoning damage
5 CP +9 Heavy attack, 2d6+5 bludgeoning damage
10 CP +9 Full attack, 3d6+9 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'

Special Qualities
Blindsight 60', Controlled Rage, Damage Reduction (4/Bludgeoning, Piercing, Slashing), Elemental, Fire Resistance 5, Infuriating Stare [TN15]
Saves Fort +4 | Ref +6 | Will +0
Skills
Acrobatics +12
Athletics +15
Perception +2
Presence +11 (can only be used to Intimidate or Terrify)
Feats
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Organization
Solitary or pair
Treasure None
Advancement
7-10 HD (Medium)
11-12 HD (Large)

Elemental, Sorrow

Just standing near this entity causes you to suddenly feel less capable. Looking into its traumatized face, you can only seem to recall the saddest things you can remember.

Species Traits
For the purposes of Called Shot attacks, a sorrow elemental's head and other extremities count as being protected by its natural armor.

Automatic Language A sorrow elemental understands (but can neither read, speak, nor write) all spoken languages.

Blindsight A sorrow elemental is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the sorrow elemental's use of this ability.

Cold Resistance 5 A sorrow elemental ignores the first 5 points of cold damage from any cold-based attack or effect.

Damage Reduction 4/Ballistic, Piercing, Slashing A sorrow elemental ignores the first 4 points of damage dealt by any ballistic, piercing, or slashing weapon.

Elemental A sorrow elemental has the traits and immunities common to elementals.

Mournful Gaze For 6 Combat Points, a sorrow elemental can cause a target to become overwhelmed with feelings of sadness or anxiety. This ability may be used against one specific target at a time. The sorrow elemental must have a direct line of sight to a target within 60 feet and the target must be able to see the sorrow elemental. If the target fails a Will Saving Throw (TN 10 + ½ the sorrow elemental's HD + its Wisdom modifier) the target becomes Dazed for 1d8 rounds. If the target is already Dazed this ability cannot be used against it until the target has recovered. The affected target may attempt a Will Saving Throw at the beginning of its next turn, with a +1 bonus to the Saving Throw for every round that has elapsed since the effect began. In addition, an affected target suffers 1d6 temporary Wisdom damage (which wears off as soon as the sorrow elemental is rendered unable to fight). The effects of this ability end when the sorrow elemental is rendered unable to fight or the affected creature makes a successful Will Saving Throw, whichever is first. This ability only affects creature with an Intelligence ability score of 3 or greater and can only be used once every 1d12 rounds.

Sorrow Elemental (Medium Elemental)

BV 25 **HD** 6d8 **CHP** 18 **XHP** 27 **CP** 12

STR	DEX	CON
12	8	10
INT	WIS	CHA
12	16	10

Structure Biped (Humanoid)
Initiative –1
Defense 13 (–1 DEX, +4 Natural)
Touch 9 | Flat-Footed 13
BAB +4
Grapple +5

Attack(s)

Bite (Melee)
1 CP +7 Light attack, 1d6–2 piercing damage
2 CP +7 Standard attack, 1d6+1 piercing damage
4 CP +7 Heavy attack, 2d6+1 piercing damage
9 CP +7 Full attack, 3d6+5 slashing damage
Claws (Melee)
1 CP +5 Light attack, 1d4–2 slashing damage
2 CP +5 Standard attack, 1d4 slashing damage
4 CP +5 Heavy attack, 2d4 slashing damage
9 CP +5 Full attack, 3d4+4 slashing damage

Reach 5'

Fighting Space 5' by 5'
Special Qualities
Cold Resistance 5, Damage Reduction (4/Ballistic, Piercing, Slashing), Darkvision 60', Elemental, Mournful Gaze [TN16]
Saves Fort +2 | Ref +4 | Will +5
Skills
Athletics +5
Perception +12
Presence +10 (can only be used to Intimidate or Terrify)
Stealth +9
Feats
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary
Treasure None
Advancement
7-10 HD (Medium)
11-12 HD (Large)

Fairy

Historically known for their proclivity to be tricksters and play pranks upon unsuspecting persons, in more recent history these fey creatures have (for the most part) ceased with such behavior.

Species Traits

Low-Light Vision Fairies can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Fairy (Diminutive Fey)

BV 1/8 **HD** ¼ d6 **CHP** 1 **XHP** 1 **CP** 12

STR	DEX	CON
1	18	8
INT	WIS	CHA
10	10	12

Structure Biped (Humanoid, possesses 4 wings)
Initiative +4
Defense 18 (+4 DEX, +4 Size)
Touch 18 | Flat-Footed 14
BAB +0
Grapple –17

Attack(s)

Bite (Melee)
2 CP –1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)

Reach 0'
Fighting Space 1' by 1'
Special Qualities
Low-Light Vision, Fly (1 CP per 5ft) (Perfect)
Saves Fort –1 | Ref +4 | Will +2
Skills
Acrobatics +4
Perception +2
Feats None
Organization
Solitary, pair, gang (3d2), or band (1d4+7)
Treasure None
Advancement
½ d6 HD (Diminutive)

Fire Wisp

A small column of fire somehow given life is what this confounding being is. Being that it is literally made of fire; sightings of one are usually reported to the proper authorities if possible so that damage to life and property can be avoided.

Species Traits
A fire wisp is automatically capable of floating and/or flying at all times. As such it does not need to spend any Combat Points to begin flight.

Ability Scores A fire wisp has no Strength score. It cannot grapple other creatures or be Grappled, and it applies its Dexterity modifier instead of its Strength modifier to melee attack rolls.

Blindsight A fire wisp can detect the electrical currents in and around creatures and objects within 60 feet. This perception reveals their locations as accurately as normal vision would. Beyond that range, all targets have total concealment with respect to the fire wisp's use of this ability.

Damage Reduction 10/All A fire wisp ignores the first 10 points of damage dealt by any weapon.

Elemental A fire wisp has the traits and immunities common to elementals.

Fiery Leap A fire wisp can attack multiple creatures in the same round by leaping from one to the next without spending Combat Points to move. A fire wisp can attack as many creatures in a single round as it can reach with just spending Combat Points on attacks alone. The targets must no farther than 5 feet apart in order for this ability to work. A leaping fire wisp does not provoke Attack of Opportunity as it enters a target's square.

Fire Subtype A fire wisp is immune to fire damage and takes 50% more damage from cold attacks.

Gaseous The gaseous body of a fire wisp can travel through openings as small as pinholes. A fire wisp cannot enter water or other liquids, but unlike other gaseous creatures, it is affected by wind only if it wishes to be. Even tornado-strength winds pass through a fire wisp with no effect if it wants to fly in a different direction.

Ignite Any creature that takes damage from a fire wisp catches on fire.

Immunities Fire wisps are immune to electricity and fire damage.

Fire Wisp (Diminutive Elemental)

BV 8 **HD** 2d8 **CHP** 2 **XHP** 9 **CP** 9

STR	DEX	CON
—	18	10
INT	WIS	CHA
2	14	6

Structure Amorphous (Flame)
Initiative +4
Defense 18 (+4 DEX, +4 Size)
Touch 14 | Flat-Footed 14
BAB +1
Grapple —

Attack(s)

Fire Touch (Melee Touch)
3 CP +9 Standard attack, 1d6 fire damage

Reach 0'

Fighting Space 1' by 1'
Special Qualities
Blindsight 60', Damage Reduction (10/Ballistic, Bludgeoning), Elemental, Fiery Leap, Fire Subtype, Gaseous, Ignite, Immunities, Fly (1 CP per 10ft) (Perfect)
Saves Fort +0 | Ref +7 | Will +2
Skills
Perception +3
Feats None
Organization
Solitary
Treasure None
Advancement
3-4 HD (Diminutive)
5-6 HD (Tiny)

Frog

This greenish gray amphibian hops on by, makes its familiar vocalization, and merely hops away.

Species Traits

These statistics could also be used for a toad.

Scent This ability allows frogs to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus A frog is agile in the water, gaining a +4 species bonus on Athletics checks to swim.

Frog (Diminutive Animal)

BV 1/8 **HD** 1/8 d8–1 **CHP** 1 **XHP** 1 **CP** 3

STR	DEX	CON
1	17	8
INT	WIS	CHA
1	10	4

Structure Quadruped
Initiative +3
Defense 17 (+3 DEX, +4 Size)
Touch 17 | Flat-Footed 14
BAB +0
Grapple –17

Attack(s)

None

Reach 0'

Fighting Space 1' by 1'
Special Qualities
Scent
Saves Fort +1 | Ref +5 | Will +0
Skills
Acrobatics +3
Athletics +0 (+4 for swimming checks)
Perception +4 (+12 for scent-based checks)
Stealth +15
Feats None
Organization
Solitary or swarm (2d10+10)
Treasure None
Advancement None

Gargoyle

At first glance, this creature appeared to be nothing more than the fearsome statue of a demonic creature sitting atop a stone foundation. You look at it just a little bit closer and it looks back at you, now baring its teeth and unfurling its bat-like wings.

Species Traits
For the purposes of Called Shot attacks, A gargoyle's head does not count as being protected by its natural armor (Damage Reduction still applies). Gargoyles have the ability to hover despite not having a maneuverability rating that would normally allow such.

Automatic Language Gargoyles speak (but neither read nor write) one language of the GM's choice.

Damage Reduction 4/Bludgeoning, Piercing, Slashing A gargoyle ignores the first 4 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Freeze A gargoyle can hold itself so still that it appears to be a statue. An observer must succeed on a Perception check [TN24] to notice the gargoyle is alive. The Perception check is only necessary in situations wherein a creature was not already aware of the gargoyle's presence as a living creature or the gargoyle is hiding among other actual sculptures or statues of gargoyles (or similar creatures).

Keen Sight Gargoyles have Darkvision with a range of 60 feet and Low-Light Vision.

Bonus Feats Gargoyles receive the bonus feats Weapon Expertise (Bite) and Weapon Expertise (Claws).

Skill Bonus A gargoyle gains a +6 species bonus on Stealth checks when concealed against a background of worked stone.

Gargoyle (Medium Mystical Beast)

BV 17 **HD** 4d10+12 **CHP** 15 **XHP** 34 **CP** 13

STR	DEX	CON
13	14	16
INT	WIS	CHA
6	12	7

Structure Biped (Humanoid, possesses 2 wings)
Initiative +2
Defense 13 (+2 DEX, +1 Natural)
Touch 12 | Flat-Footed 11
BAB +4
Grapple +5

Attack(s)

Bite (Melee)
1 CP +7 Light attack, 1d6–2 piercing damage
2 CP +7 Standard attack, 1d6+1 piercing damage
4 CP +7 Heavy attack, 2d6+1 piercing damage
9 CP +7 Full attack, 3d6+5 piercing damage
Claws (Melee)
1 CP +7 Light attack, 1d4–2 slashing damage (no effect against armor)
2 CP +7 Standard attack, 1d4+1 slashing damage
4 CP +7 Heavy attack, 2d4+1 slashing damage
9 CP +7 Full attack, 3d4+5 slashing damage
Gore (Melee)
2 CP +5 Light attack, 1d6–2 piercing damage
3 CP +5 Standard attack, 1d6+1 piercing damage
5 CP +5 Heavy attack, 2d6+1 piercing damage
10 CP +5 Full attack, 3d6+5 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Damage Reduction (4/Bludgeoning, Piercing, Slashing), Freeze [TN24], Keen Sight, Fly (1 CP per 10ft) (Average)
Saves Fort +7 | Ref +6 | Will +2
Skills
Acrobatics +8
Athletics +6
Perception +4
Stealth +3 (+9 when concealed against worked stone)
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary, pair, or wing (1d6+4)
Treasure None
Advancement
5-6 HD (Medium)
7-10 HD (Large)

Gelatinous Cube

This gelatinous life form is almost perfectly shaped like a cube and is nigh transparent, save for the slightest hint of blue that gives its body any semblance of color. If not for its jiggling and wobbling while in motion, it would probably not even be seen.

Species Traits

Blindsight A gelatinous cube is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the gelatinous cube's use of this ability.

Damage Reduction 30/Bludgeoning A gelatinous cube ignores the first 30 points of damage dealt by any bludgeoning weapon.

Damage Reduction 6/Ballistic, Ballistic Piercing, Piercing, Slashing A gelatinous cube ignores the first 6 points of damage dealt by any ballistic, ballistic piercing, piercing, or slashing weapon.

Electrical Immunity A gelatinous cube is immune to electricity damage.

Engulf A gelatinous cube can simply bowl over opponents of the same size category or smaller than itself when it moves. This attack affects as many opponents as the monster's body can cover within its fighting space. Each target can make either an Attack of Opportunity against the gelatinous cube or a Reflex Saving Throw (TN 10 + ½ the gelatinous cube's HD + its Constitution modifier) to avoid being engulfed. A successful Saving Throw indicates that the target has successfully dodged or harmlessly been pushed back or aside to a space adjacent to the slime (target's choice) as the monster moves forward. An engulfed creature is considered Pinned and trapped within the monster's body and begins to suffocate (see pg. 91 of the Core Rulebook for more details). A gelatinous cube cannot make a slam attack during a round in which it attempts to engulf, nor against the creatures that are currently trapped within it, but each engulfed creature takes 1d4 points of acid damage on that round and every round thereafter that it remains trapped. This acid is only effective against flesh and will not dissolve bones, metals, plastics, woods, etc.

Ooze A gelatinous cube has the traits and immunities common to oozes.

Transparent Due to its lack of coloration, a gelatinous cube is difficult to discern. A Perception check [TN15] is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and moves into the space that it currently inhabits is automatically engulfed if it is of the same size category or smaller, otherwise it merely provokes a Attack of Opportunity from the gelatinous cube.

Gelatinous Cube (Large Ooze)

BV 16 **HD** 4d10+47 **CHP** 35 **XHP** 69 **CP** 8

STR	DEX	CON
10	1	26
INT	WIS	CHA
—	1	1

Structure Other (Cube)
Initiative –5
Defense 4 (–5 DEX, –1 Size)
Touch 4 | Flat-Footed 4
BAB +3
Grapple +7

Attack(s)

Slam (Melee)
3 CP +2 Light attack, 1d8–3 bludgeoning damage
4 CP +2 Standard attack, 1d8 bludgeoning damage
6 CP +2 Heavy attack, 2d8 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Blindsight 60', Damage Reduction (30/Bludgeoning, 6/Ballistic, Ba. Piercing, Piercing, Slashing), Engulf [TN20], Immune to electricity damage, Ooze, Transparent
Saves Fort +9 | Ref –4 | Will –4
Skills None
Feats None
Organization
Solitary
Treasure
1d4 random melee weapons, 10d4 metal coins
Advancement None

Ghouls, Humanoid

Unfortunate souls that continue to walk the world of the living even in death, they differ from being mindless zombies in one very crucial way; ghouls maintain most of the intelligence, cunning, and dexterity that they possessed in life. They use these preserved abilities as best they can to feast on the flesh of the living and stay hidden from notice, lest they be hunted and destroyed like the monsters that they are.

Species Traits
For the purposes of Called Shot attacks, a ghoul's head and other extremities do not count as being protected by its natural armor.

Automatic Language A ghoul can read, write, and speak whatever languages it could in life.

Create Spawn If a ghoul's prey contracts advanced necrotizing faciitis (see below) from the wounds it has sustained and dies from the disease, it rises 1d3 days later as a ghoul.

Darkvision Ghouls can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and ghouls can function with no light at all.

Disease A successful bite attack from a ghoul that deals enough points of damage that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate) infects the victim with a supernatural version of streptococcal gangrene (injury; Fort TN14; incubation period 1d3 days; initial damage 1d3 temporary Constitution damage; secondary damage 1d3 temporary Constitution damage. If Constitution damage is sustained, a second Saving Throw at the same TN is required; failure indicates that 1 point of the Constitution damage becomes Constitution drain instead. This disease, known as advanced necrotizing faciitis, first manifests as an area of redness on the skin near the wound. Over the course of a few days, the redness becomes severe inflammation. The skin gradually turns dark purple and forms bloody blisters as the disease devours more and more of the victim's flesh. The disease can be arrested completely through amputation of the affected limb, but most doctors prefer to combat it by surgical removal of all the affected tissue as well as some nearby healthy tissue. A successful Treat Injury check (surgery, TN25) halts the disease. The GM should roll the check secretly; if it fails, the disease returns again in 1d3 days.

Weakpoint Any successful attack aimed at the head of a ghoul inflicts a Critical Strike, even though ghouls are normally immune to Critical Strikes.

Scent This ability allows a ghoul to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Undead A ghoul has the traits and immunities common to undead.

Dragonbreed

Dragonbreed Ghoul (Medium Undead)

BV 16 **HD** 3d12 **CHP** 9 **XHP** 19 **CP** 13

STR	DEX	CON
17	12	—
INT	WIS	CHA
10	10	10

Structure Biped (Humanoid)
Initiative +1
Defense 13 (+1 DEX, +2 Natural)
Touch 11 | Flat-Footed 12
BAB +1
Grapple +4

Attack(s)

Bite (Melee)
2 CP +4 Light attack, 1d6 piercing damage, disease
3 CP +4 Standard attack, 1d6+3 piercing damage, disease
5 CP +4 Heavy attack, 2d6+3 piercing damage, disease
10 CP +4 Full attack, 3d6+7 piercing damage, disease

Claws (Melee)
2 CP +4 Light attack, 1d4 slashing damage
3 CP +4 Standard attack, 1d4+3 slashing damage
5 CP +4 Heavy attack, 2d4+3 slashing damage
10 CP +4 Full attack, 3d4+7 slashing damage

Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 6d2 acid damage, [TN10 Ref] half damage, [TN18 Fort] avoid effect, target(s) suffer half of the original amount of damage inflicted in the following round on a failed Fortitude Saving Throw.

Heavy Club (Melee)
2 CP +4 Light attack, 1d10+1 bludgeoning damage
3 CP +4 Standard attack, 1d10+4 bludgeoning damage
5 CP +4 Heavy attack, 2d10+4 bludgeoning damage
10 CP +4 Full attack, 3d10+8 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Create Spawn, Darkvision 60', Disease [TN14], Scent, Undead, Weakpoint
Saves Fort +1 | Ref +2 | Will +3
Skills
Acrobatics +9
Athletics +10
Knowledge (Streetwise) +6
Perception +6 (+14 for scent-based checks)
Presence +7
Feats
Simple Weapon Specialist (Heavy Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary, pair, gang (1d2+2), or pack (4d2+1)
Treasure
Dingy clothes, Heavy Club
Advancement
4-10 HD (Medium)

Human

Human Ghoul (Medium Undead)

BV 17 **HD** 3d12 **CHP** 9 **XHP** 19 **CP** 15

STR	DEX	CON
14	12	—
INT	WIS	CHA
10	10	10

Structure Biped (Humanoid)
Initiative +1
Defense 13 (+1 DEX, +2 Natural)
Touch 11 | Flat-Footed 12
BAB +1
Grapple +3

Attack(s)

Bite (Melee)
2 CP +3 Light attack, 1d6–2 piercing damage, disease
3 CP +3 Standard attack, 1d6+1 piercing damage, disease
5 CP +3 Heavy attack, 2d6+1 piercing damage, disease
10 CP +3 Full attack, 3d6+5 piercing damage, disease
Claws (Melee)
2 CP +3 Light attack, 1d3–1 slashing damage
3 CP +3 Standard attack, 1d3+2 slashing damage
5 CP +3 Heavy attack, 2d3+2 slashing damage
10 CP +3 Full attack, 3d3+6 slashing damage
Combat Knife (Melee)
1 CP +3 Light attack, 1d4–1/14-18 piercing damage
2 CP +3 Standard attack, 1d4+2/14-18 piercing damage
4 CP +3 Heavy attack, 2d4+2/14-18 piercing damage
7 CP +3 Full attack, 3d4+6/14-18 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Create Spawn, Darkvision 60', Disease [TN14], Scent, Undead, Weakpoint
Saves Fort +1 | Ref +2 | Will +3
Skills
Acrobatics +8
Athletics +9
Knowledge (Streetwise) +6
Perception +7 (+15 for scent-based checks)
Presence +7
Feats
Simple Weapon Specialist (Combat Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary, pair, gang (3d2), or pack (6d2+1)
Treasure
Dingy clothes, Field Knife
Advancement
4-10 HD (Medium)

Plains Orc

Orc Ghoul (Medium Undead)

BV 16 **HD** 3d12 **CHP** 9 **XHP** 19 **CP** 14

STR	DEX	CON
16	12	—
INT	WIS	CHA
10	10	10

Structure Biped (Humanoid)
Initiative +1
Defense 13 (+1 DEX, +2 Natural)
Touch 11 | Flat-Footed 12
BAB +1
Grapple +4

Attack(s)

Bite (Melee)
2 CP +4 Light attack, 1d6 piercing damage, disease
3 CP +4 Standard attack, 1d6+3 piercing damage, disease
5 CP +4 Heavy attack, 2d6+3 piercing damage, disease
10 CP +4 Full attack, 3d6+7 piercing damage, disease
Claws (Melee)
2 CP +4 Light attack, 1d3 slashing damage
3 CP +4 Standard attack, 1d3+3 slashing damage
5 CP +4 Heavy attack, 2d3+3 slashing damage
10 CP +4 Full attack, 3d3+7 slashing damage
Field Knife (Melee)
2 CP +4 Light attack, 2d3/14-18 slashing damage
3 CP +4 Standard attack, 2d3+3/14-18 slashing damage
5 CP +4 Heavy attack, 3d3+3/14-18 slashing damage
10 CP +4 Full attack, 4d3+7/14-18 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Create Spawn, Darkvision 60', Disease [TN14], Scent, Undead, Weakpoint
Saves Fort +1 | Ref +2 | Will +3
Skills
Acrobatics +8
Athletics +9
Knowledge (Streetwise) +7
Perception +7 (+15 for scent-based checks)
Presence +7
Feats
Simple Weapon Specialist (Field Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary, pair, gang (1d3+2), or pack (6d2+1)
Treasure
Dingy clothes, Field Knife
Advancement
4-10 HD (Medium)

Goats

This spunky little creature ruffles its ear flaps as it stands in front of you. It nudges your leg with its nose, as if expecting you to give it some food.

Species Traits

Low-Light Vision Goats can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a goat to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus Goats receive a +2 species bonus on Athletics checks (included in profile).

Goat, Small (Small Animal)

BV ¼ **HD** 1d8 **CHP** 3 **XHP** 4 **CP** 10

STR	DEX	CON
6	10	10
INT	WIS	CHA
2	10	6

Structure Quadruped
Initiative +0
Defense 11 (+1 Size)
Touch 11 | Flat-Footed 11
BAB +0
Grapple –6

Attack(s)

Bite (Melee)
3 CP +0 Standard attack, 1 piercing damage (non-lethal) (no effect against armor)
5 CP +0 Heavy attack, 1d2 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent
Saves Fort +2 | Ref +2 | Will +0
Skills
Athletics +3
Perception +4 (+12 for scent-based checks)
Feats None
Organization
Domesticated, solitary or herd (2d8+4)
Treasure None
Advancement None

Goat, Medium (Medium Animal)

BV 2 **HD** 2d8+2 **CHP** 7 **XHP** 11 **CP** 11

STR	DEX	CON
12	13	12
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Bite (Melee)
2 CP +2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +2 Standard attack, 1d3 piercing damage
5 CP +2 Heavy attack, 2d3 piercing damage
Ram (Melee)
2 CP +2 Light attack, 1d4–1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP +2 Standard attack, 1d4+1 bludgeoning damage
5 CP +2 Heavy attack, 2d4+1 bludgeoning damage
10 CP +2 Full attack, 3d4+5 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent
Saves Fort +4 | Ref +4 | Will +1
Skills
Athletics +4
Perception +4 (+12 for scent-based checks)
Feats None
Organization
Domesticated, solitary or herd (2d8+4)
Treasure None
Advancement None

Golems

Species Traits

Construct Golems have the traits and immunities common to constructs.

Chemical

This ghastly thing is a roiling mass of all sorts of acidic and toxic chemicals given life. Every so often, it nearly loses control of its shape–a parody of human form–and becomes nothing more than a formless blob, but its creator seems to have put more care into creating this beast than one would ponder.

Berserk When a chemical golem enters combat, it has a cumulative 1% chance each round of going berserk. When the uncontrolled golem goes on a rampage, it attacks the nearest living creature. It no creature is within reach, it smashes some object smaller than itself, then moves on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.

Blindsight A chemical golem is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the chemical golem's use of this ability.

Damage Reduction 15/Bludgeoning A chemical golem ignores the first 15 points of damage dealt by any bludgeoning weapon.

Breath Weapon Once every 1d6+2 rounds, for 4 Combat Points, a chemical golem can breathe a 30-foot cone of acid and toxic fumes. Each creature in the area takes 5d6 points of acid damage (Reflex half) and 1d4 points of temporary Constitution damage (Fortitude negates). The TN for both Saving Throws is 10 + ½ the golem's Hit Dice. Using this ability provokes an Attack of Opportunity.

Chemical Healing A chemical golem does not heal normally, but it can drink toxic liquids (such as acid, poison, or cleaning supplies) to heal itself. The creature heals 1 point of damage per 8WP that it consumes in toxic chemicals. A chemical golem has no ability to discern which substances can heal it, so its creator must either command it to drink the appropriate chemicals on the spot or provide it with precise commands and a ready supply so that it can heal itself. A chemical golem gains no benefit from drinking a substance not considered immediately harmful to humans. The consumed liquids mix with the chemicals inside the golem and are destroyed.

Electrical Immunity A chemical golem is immune to electricity damage.

Rupture If the chemical golem takes at least 14 points of damage from a single hit from a ballistic, ballistic piercing, piercing, or slashing weapon's attack, its membrane ruptures, spraying a 10-foot cone of burning liquid and noxious fumes in the direction from which the attack originated. Each creature in the area takes 2d6 points of acid damage (Reflex Saving Throw for half damage) and 1d4 points of temporary Constitution damage (Fortitude Saving Throw to negate). The TN for both Saving Throws is 10 + ½ the golem's Hit Dice. When the chemical golem is reduced to 0 Core Hit Points, its membrane collapses, spilling out all the remaining chemicals inside as a 15-foot-radius burst out from the edges of the fighting space that it currently occupies (also affecting creatures within that fighting space) of acid, flame, and deadly gases. Every creature in the area takes 5d6 points of acid damage (Reflex Saving Throw for half damage), 5d6 points of fire damage (Reflex Saving Throw for half damage) and 2d4 points of temporary Constitution damage (Fortitude Saving Throw to negate). The TN for both Saving Throws is 10 + ½ the golem's Hit Dice.

Chemical Golem (Large Construct)

BV 58 **HD** 9d10+20 **CHP** 69 **CP** 7

STR	DEX	CON
23	8	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative –1
Defense 17 (–1 DEX, –1 Size, +19 Natural)
Touch 8 | Flat-Footed 17
BAB +6
Grapple +16

Attack(s)

Slam (Melee)
3 CP +11 Light attack, 1d6+3 bludgeoning damage
4 CP +11 Standard attack, 1d6+6 bludgeoning damage
6 CP +11 Heavy attack, 2d6+6 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Berserk, Blindsight 60', Breath Weapon [TN14], Chemical Healing, Construct, Damage Reduction (15/Bludgeoning), Immune to electricity damage, Rupture
Saves Fort +3 | Ref +2 | Will +3
Skills None
Feats None
Organization
Solitary
Treasure None
Advancement
10-18 HD (Large)
19-20 HD (Huge)

Flesh

All across this foul being's body, there are seams that clearly indicate stitching. Entire patches of skin are attached to each other, easily seen due to the different tones of flesh and the textures. You are not sure what is more loathsome, this construct, or whomever created it.

Berserk When a flesh golem enters combat, there is a cumulative 1% chance each round it will go berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Presence or Speechcraft check [TN25]. Following such a successful check, it takes 1 minute (10 rounds) of rest by the golem to reset the golem's berserk chance to 0%.

Damage Reduction 4/All A flesh golem ignores the first 4 points of damage dealt by any weapon.

Flesh Golem (Large Construct)

BV 21 **HD** 9d10+20 **CHP** 69 **CP** 12

STR	DEX	CON
21	9	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative –1
Defense 13 (–1 DEX, –1 Size, +5 Natural)
Touch 8 | Flat-Footed 13
BAB +6
Grapple +15

Attack(s)

Slam (Melee)
3 CP +10 Light attack, 1d8+2 bludgeoning damage
4 CP +10 Standard attack, 1d8+5 bludgeoning damage
6 CP +10 Heavy attack, 2d8+5 bludgeoning damage
11 CP +10 Full attack, 3d8+9 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Berserk, Construct, Damage Reduction (4/All)
Saves Fort +3 | Ref +2 | Will +3
Skills None
Feats None
Organization
Solitary or pair
Treasure None
Advancement None

Gear

This human-shaped construct with a reflective brass finish has many cogs, gears, and sprockets working in perfect synchronous harmony. Clearly it is a marvel of mechanical engineering.

For the purposes of damage, a gear golem adds 1.5x its STR modifier to its slam attack.

Blindsight A gear golem is blind but can ascertain all creatures and objects within 90 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the gear golem's use of this ability.

Damage Reduction 10/All A gear golem ignores the first 10 points of damage dealt by any weapon.

Detonate If a gear golem is reduced to –10 or fewer Core Hit Points, it explodes in a 20-foot-radius blast out from the edges of the fighting space that it currently occupies (also affecting creatures within that fighting space) of serrated gears and shrapnel. The explosion deals 5d6 points of slashing damage to creatures caught in the blast radius; a successful Reflex Saving Throw [TN18] halves the damage. Any creature caught in the blast must also make a Fortitude Saving Throw [TN18] or be knocked Prone. For the purposes of damage this ability uses the Explosives and Extremity damage rules from the Core Rulebook (see pg. 73-75 & 157 of the Core Rulebook).

Electrical Immunity A gear golem is immune to electricity damage.

Gear Grind If the gear golem successfully grapples a creature smaller than itself, it can grind the creature with its spinning gears for 3d8+2 points of slashing damage for each round the grapple is maintained (including the round in which the grapple is first achieved).

Improved Grab To use this ability, the gear golem must hit an opponent smaller than itself with its slam attack. If it gets a hold, it attempts to use its Gear Grind ability.

Gear Golem (Large Construct)

BV 61 **HD** 8d10+20 **CHP** 64 **CP** 10

STR	DEX	CON
23	9	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative –1
Defense 17 (–1 DEX, –1 Size, +9 Natural)
Touch 8 | Flat-Footed 17
BAB +6
Grapple +16

Attack(s)

Slam (Melee)
3 CP +11 Light attack, 1d8+6 bludgeoning damage
4 CP +11 Standard attack, 1d8+9 bludgeoning damage
6 CP +11 Heavy attack, 2d8+9 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Blindsight 90', Construct, Damage Reduction (10/All), Detonate 5d6 [TN18 Fort and Ref], Gear Grind 3d8+2, Immune to electricity damage, Improved Grab
Saves Fort +2 | Ref +1 | Will +2
Skills None
Feats None
Organization
Solitary
Treasure None
Advancement None

Stone

These constructs of stone, shaped like humans, run the gamut from beautifully crafted works of art complete with hand-carved inlays and decorations, to simple stone slabs fitted together with minimal effort. Beautiful or otherwise, the end result is a creation ever capable of fighting whatever its master so desires.

For the purposes of damage, a stone golem adds 1.5x its STR modifier to its slam attack.

Blindsight A stone golem is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the stone golem's use of this ability.

Concussion Vulnerability A stone golem takes double damage from concussion-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it.

Damage Reduction 8/All A stone golem ignores the first 8 points of damage dealt by any weapon.

Electrical Immunity A stone golem is immune to electricity damage.

Stone Golem (Large Construct)

BV 39 **HD** 8d10+20 **CHP** 64 **CP** 10

STR	DEX	CON
26	9	—
INT	WIS	CHA
—	11	1

Structure Biped (Humanoid)
Initiative –1
Defense 17 (–1 DEX, –1 Size, +9 Natural)
Touch 8 | Flat-Footed 17
BAB +6
Grapple +18

Attack(s)

Slam (Melee)
3 CP +13 Light attack, 1d8+9 bludgeoning damage
4 CP +13 Standard attack, 1d8+12 bludgeoning damage
6 CP +13 Heavy attack, 2d8+12 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Blindsight 60', Concussion Vulnerability, Construct, Damage Reduction (8/All), Immune to electricity damage
Saves Fort +2 | Ref +1 | Will +2
Skills None
Feats None
Organization
Solitary or pair
Treasure None
Advancement None

Gray Ooze

The cloudy, viscous ooze that this creature is made of gives it an advantage at being unseen in the proper environment. Its powerful acids also give it an advantage against stronger opponents.

Species Traits

Acid The digestive acid that covers a gray ooze dissolves metals, plastics, and organic material, but not stone. Each slam and constrict attack deals an additional 1d6+2 points of acid damage. Armor or clothing worn by a creature Grappled by a gray ooze takes the same amount of acid damage to its Armor Points unless the wearer succeeds on a [TN18] Reflex Saving Throw. A metal, plastic, or wooden weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a [TN16] Reflex Saving Throw. A creature that attempts a melee attack against a gray ooze with its natural weapons or an unarmed strike, takes 1d6+2 acid damage unless the attacker succeeds on a [TN20] Reflex Saving Throw. This does not affect weaponry with intangible contact surfaces (such as Plasma Blades or Psiblades). The ooze's touch deals 8 points of acid damage per round to plastic, metal, or wooden objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. A gray ooze is immune to its own acid and the acid of other gray oozes.

Blindsight A gray ooze is blind but can ascertain all creatures and objects within 40 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the gray ooze's use of this ability.

Constrict A gray ooze deals 1d6 points of bludgeoning damage plus 1d6+2 points of acid damage with a successful grapple check against a target of the same size category or smaller than itself.

Damage Reduction 30/Bludgeoning A gray ooze ignores the first 30 points of damage dealt by any bludgeoning weapon.

Damage Reduction 4/Ballistic, Ballistic Piercing, Piercing, Slashing A gray ooze ignores the first 4 points of damage dealt by any ballistic, ballistic piercing, piercing, or slashing weapon.

Electrical Immunity A gray ooze is immune to electricity damage.

Skill Bonus Due to its cloudy coloration, a gray ooze is difficult to discern against a gray background. It takes a Perception check [TN15] to notice one. Creatures who fail to notice a gray ooze and move into the space that it currently occupies automatically suffer its acid damage and are considered Grappled.

Gray Ooze (Medium Ooze)

BV 35 **HD** 3d10+31 **CHP** 26 **XHP** 47 **CP** 9

STR	DEX	CON
10	1	24
INT	WIS	CHA
—	1	1

Structure Amorphous (Blob)
Initiative –5
Defense 5 (–5 DEX)
Touch 5 | Flat-Footed 5
BAB +2
Grapple +2

Attack(s)

Slam (Melee)
3 CP +2 Light attack, 1d6–3 bludgeoning plus 1d6+2 acid damage
4 CP +2 Standard attack, 1d6 bludgeoning plus 1d6+2 acid damage
6 CP +2 Heavy attack, 2d6 bludgeoning plus 1d6+2 acid damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Acid, Blindsight 40', Constrict 1d6 plus 1d6+2 acid, Damage Reduction (30/Bludgeoning, 4/Ballistic, Ba. Piercing, Piercing, Slashing), Immune to electricity damage, Ooze
Saves Fort +8 | Ref –4 | Will –4
Skills None
Feats None
Organization
Solitary
Treasure None
Advancement None

Green Slime

A big, slimy green cube with rounded edges appears to be hopping toward you. As it lands, the noise it produces is a very squishy "slap."

Species Traits

Acid The digestive acid that covers a green slime dissolves flesh, but not metal, stone, wood, or other materials. Each slam and constrict attack deals an additional 1d6 points of acid damage. Armor or other clothing made of animal skin (such as leather) worn by a creature Grappled by a green slime takes the same amount of acid damage unless the wearer succeeds on a [TN18] Reflex Saving Throw. A creature that attempts a melee attack against a green slime with its natural weapons or an unarmed strike, takes 1d3 acid damage unless the attacker succeeds on a [TN20] Reflex Saving Throw. This does not affect weaponry with intangible contact surfaces (such as Plasma Blades or Psiblades). A green slime is immune to its own acid and the acid of other green slimes.

Blindsight A green slime is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the green slime's use of this ability.

Constrict A green slime deals an amount of bludgeoning damage (listed in its profile) plus 1d6 acid damage with a successful grapple check against a target of the same size category or smaller than itself.

Damage Reduction Green slimes have an amount of Damage Reduction listed in their profile.

Engulf A Large size green slime can simply bowl over opponents of the same size category or smaller than itself when it moves. This attack affects as many opponents as the monster's body can cover within its fighting space. Each target can make either an Attack of Opportunity against the green slime or a Reflex Saving Throw (TN 10 + ½ the green slime's HD + its Constitution modifier) to avoid being engulfed. A successful Saving Throw indicates that the target has successfully dodged or harmlessly been pushed back or aside to a space adjacent to the slime (target's choice) as the monster moves forward. An engulfed creature is considered Pinned and trapped within the monster's body and begins to suffocate (see pg. 91 of the Core Rulebook). A green slime cannot make a slam attack during a round in which it attempts to engulf, nor against the creatures that are currently trapped within it, but each engulfed creature takes 1d6 points of acid damage on that round and every round thereafter that it remains trapped. Any creature that moves into the space that a green slime currently inhabits is automatically engulfed if it is of the same size category or smaller, otherwise the creature merely suffers the green slime's acid damage.

Immunities A green slime is immune to electricity damage.

Ooze A green slime has the traits and immunities common to oozes.

Split Slashing weapons weapons deal no damage to a green slime. Instead, if it suffers 8 slashing from a single attack it splits into two slimes one size category smaller than its previous size (to a minimum of Small), each with half of the original creature's current Core Hit Point and Extended Hit Point totals (to a minimum of 1), rounded down. A green slime with 9 Core Hit Points or less is no longer immune to slashing damage, cannot be further split, and dies if reduced to 0 Core Hit Points. These statistics for these smaller slimes are listed below.

Green Slime (Large Ooze)

BV 42 **HD** 5d10+40 **CHP** 35 **XHP** 67 **CP** 10

STR	DEX	CON
18	1	20
INT	WIS	CHA
—	1	1

Structure Other (Cube)
Initiative –5
Defense 4 (–5 DEX, –1 Size)
Touch 4 | Flat-Footed 4
BAB +3
Grapple +11

Attack(s)

Slam (Melee)
3 CP +6 Light attack, 1d8+1 bludgeoning plus 1d6 acid damage
4 CP +6 Standard attack, 1d8+4 bludgeoning plus 1d6 acid damage
6 CP +6 Heavy attack, 2d8+4 bludgeoning plus 1d6 acid damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Acid, Blindsight 60', Constrict 1d6+4 plus 1d6 acid, Damage Reduction (30/Bludgeoning, 12/Piercing, 6/Ballistic, 3/Ba. Piercing), Engulf [TN17], Immune to Electricity damage, Ooze, Split
Saves Fort +6 | Ref –4 | Will –4
Skills None
Feats None
Organization
Solitary or pair
Treasure
1d4–1 simple melee weapons, 1d3 metal coins
Advancement None

Medium Green Slime (Medium Ooze)

BV 12 **HD** * **CHP** * **XHP** * **CP** 11

STR	DEX	CON
9	2	15
INT	WIS	CHA
—	1	1

Structure Other (Cube)
Initiative –4
Defense 6 (–4 DEX)
Touch 6 | Flat-Footed 6
BAB +3
Grapple +2

Attack(s)

Slam (Melee)
2 CP +2 Light attack, 1d6–4 bludgeoning plus 1d6 acid damage
3 CP +2 Standard attack, 1d6–1 bludgeoning plus 1d6 acid damage
5 CP +2 Heavy attack, 2d6–1 bludgeoning plus 1d6 acid damage

Reach 5'

Fighting Space 5' by 5'
Special Qualities
Acid, Blindsight 60', Constrict 1d6–1 plus 1d6 acid, Damage Reduction (30/Bludgeoning, Piercing, 3/Ballistic), Immune to Electricity damage, Ooze, Split
Saves Fort +4 | Ref –3 | Will –4
Skills None
Feats None
Organization
Solitary or pair
Treasure
1d3–1 simple melee weapons, 1d2 metal coins
Advancement None

*Amount of Hit Dice are not relevant; Core Hit Point and Extended Hit Point amounts are based upon half of what the green slime had at the time that it was split from its previous size.

Small Green Slime (Small Ooze)

BV 4 **HD** * **CHP** * **XHP** * **CP** 13

STR	DEX	CON
4	4	10
INT	WIS	CHA
—	1	1

Structure Other (Cube)
Initiative –3
Defense 8 (–3 DEX, +1 Size)
Touch 8 | Flat-Footed 8
BAB +3
Grapple –7

Attack(s)

Slam (Melee)
2 CP +1 Light attack, 1 bludgeoning (non-lethal) (no effect against armor) plus 1d6 acid damage
3 CP +1 Standard attack, 1d6–3 bludgeoning plus 1d6 acid damage
5 CP +1 Heavy attack, 2d6–3 bludgeoning plus 1d6 acid damage

Reach 5'

Fighting Space 5' by 5'
Special Qualities
Acid, Blindsight 60', Constrict 1 plus 1d6 acid, Damage Reduction (15/Bludgeoning, Piercing, 1/Ballistic), Immune to Electricity damage, Ooze, Split
Saves Fort +2 | Ref –2 | Will –4
Skills None
Feats None
Organization
Solitary or pair
Treasure
1 simple melee weapon, 1 metal coin
Advancement None

*Amount of Hit Dice are not relevant; Core Hit Point and Extended Hit Point amounts are based upon half of what the green slime had at the time that it was split from its previous size.

Griffons

These fantastic creatures have the head, talons, and wings of a mighty bird of prey at the front half, and the body of a lion comprising the rest of it. Despite a reputation for their ferociousness in combat, these creatures are viewed with a certain sense of nobility. Being that they are viewed in such a manner, there are many flags and forms of heraldry featuring their visage.

Species Traits
For the purposes of Called Shot attacks, a griffon's head and other extremities do not count as being protected by its natural armor. A supreme griffon's head does not count as being protected by its natural armor. A light load for a griffon is up to 240 pounds; a medium load, 241–480 pounds; and a heavy load, 481–720 pounds. A griffon can push, pull, or drag up to 2,400 pounds (although one generally would not appreciate having to do so). A light load for a supreme griffon is up to 672 pounds; a medium load, 673–1,344 pounds; and a heavy load, 1,345–2,016 pounds. A supreme griffon can push, pull, or drag up to 6,720 pounds (although one generally would not appreciate having to do so). Griffons can be trained to carry a rider, push or pull medium or heavy loads, and carry a rider into combat, but must be Work, Riding, or Combat Trained respectively as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). Due to its intelligence it can be trained at –5 to the TN and in half of the time it would normally take to train an animal, however, the griffon must have a friendly or otherwise cooperative attitude toward whomever is training it. Griffons also require a special saddle for riding if it is utilized as a mount (the details of this saddle are decided upon by the GM). Griffons also do not have a limit to the number of tricks that they can be taught. Griffons can attack while carrying a rider, but the rider cannot also attack in the same round unless he or she succeeds on a [TN12] Ride check. Griffons have the ability to hover despite not having a maneuverability rating that would normally allow such. For the purposes of damage, a supreme griffon adds 1.5x its STR modifier to both its bite and talon attacks.

Automatic Language A griffon can be taught to understand, (but neither read, speak, nor write) up to two languages of the GM's choice.

Keen Sight Griffons have Darkvision with a range of 60 feet and Low-Light Vision.

Scent This ability allows a griffon to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A griffon that hits with its bite attack can attempt to Trip its opponent and then Pin it as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the griffon. If the Trip attempt is successful, the griffon may Pin its foe without needing to make a Grapple check.

Bonus Feat Griffons receive the bonus feat Weapon Expertise (Talons).

Skill Bonuses Griffons gain a +4 bonus on all Athletics and Perception checks (included in profile).

Griffon (Large Mystical Beast)

BV 15 **HD** 5d10+15 **CHP** 19 **XHP** 42 **CP** 13

STR	DEX	CON
20	15	16
INT	**WIS**	**CHA**
5	12	8

Structure Quadruped (possesses 2 wings)
Initiative +2
Defense 13 (+2 DEX, –1 Size, +2 Natural)
Touch 11 | Flat-Footed 11
BAB +5
Grapple +14

Attack(s)

Bite (Melee)
3 CP +9 Light attack, 1d8+2 piercing damage
4 CP +9 Standard attack, 1d8+5 piercing damage
6 CP +9 Heavy attack, 2d8+5 piercing damage
11 CP +9 Full attack, 3d8+9 piercing damage
Talons (Melee)
2 CP +11 Light attack, 1d4+2 slashing damage
3 CP +11 Standard attack, 1d4+5 slashing damage
5 CP +11 Heavy attack, 2d4+5 slashing damage
10 CP +11 Full attack, 3d4+9 slashing damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Keen Sight, Scent, Trip, Fly (1 CP per 20ft) (Average)
Saves Fort +7 | Ref +6 | Will +5
Skills
Acrobatics +6
Athletics +12
Perception +10 (+18 for scent-based checks)
Stealth +0
Feats
Weapon Expertise (Talons) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Focused Saving Throw (Will)
Organization
Solitary, pair, or pride (1d6+4)
Treasure
3d12 feathers, 1d2 talons, 1d2 wings
Advancement
6-9 HD (Large)

Supreme Griffon (Huge Mystical Beast)

BV 34 **HD** 10d10+33 **CHP** 36 **XHP** 88 **CP** 12

STR	DEX	CON
32	13	22
INT	WIS	CHA
5	13	8

Structure Quadruped (possesses 2 wings)
Initiative +1
Defense 15 (+1 DEX, –2 Size, +6 Natural)
Touch 9 | Flat-Footed 14
BAB +10
Grapple +29

Attack(s)

Bite (Melee)
3 CP +19 Light attack, 2d6+13 piercing damage
4 CP +19 Standard attack, 2d6+16 piercing damage
6 CP +19 Heavy attack, 3d6+16 piercing damage
11 CP +19 Full attack, 4d6+20 piercing damage
Talons (Melee)
2 CP +21 Light attack, 2d4+13 slashing damage
3 CP +21 Standard attack, 2d4+16 slashing damage
5 CP +21 Heavy attack, 3d4+16 slashing damage
10 CP +21 Full attack, 4d4+20 slashing damage

Reach 10'
Fighting Space 15' by 15'

Special Qualities
Keen Sight, Scent, Trip, Fly (1 CP per 25ft) (Average)
Saves Fort +13 | Ref +8 | Will +8
Skills
Acrobatics +8
Athletics +19
Perception +12 (+20 for scent-based checks)
Stealth –6
Feats
Weapon Expertise (Talons) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Focused Saving Throw (Will)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Organization
Solitary
Treasure
4d12 feathers, 1d2 talons, 1d2 wings
Advancement
11-20 HD (Huge)

Hare/Rabbit

As you stand in a lovely meadow on a warm sunny day, you see one of these long-eared, fluffy little critters race away from you.

Species Traits

Low-Light Vision Hares and rabbits can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows hares and rabbits to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Hare/Rabbit (Tiny Animal)

BV ¼ **HD** 1d8–1 **CHP** 2 **XHP** 3 **CP** 15

STR	DEX	CON
3	18	9
INT	WIS	CHA
1	10	6

Structure Quadruped
Initiative +4
Defense 16 (+4 DEX, +2 Size)
Touch 16 | Flat-Footed 12
BAB +0
Grapple –12

Attack(s)

Bite (Melee)
3 CP –2 Standard attack, 1 piercing damage (non-lethal) (no effect against armor)

Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Low-Light Vision, Scent
Saves Fort +1 | Ref +6 | Will +0
Skills
Acrobatics +3
Perception +6 (+14 for scent-based checks)
Stealth +12
Feats None
Organization
Solitary or nest (1d4+2)
Treasure
Rabbit pelt, 1d2 teeth
Advancement
2 HD (Tiny)

Horses

The long face of this skittish but loyal creature turns to look at you. As it stops you pat it on the head and gently rub one of its ear flaps. It returns the favor and tries to nuzzle its head next to yours. These creatures are often used as beasts of burden or as a means of transportation.

Species Traits
For the purposes of Called Shot attacks, a warhorse's head and other extremities do not count as being protected by its natural armor. A light load for a horse is up to 204 pounds; a medium load, 205–408 pounds; and a heavy load, 409–612 pounds. A horse can push, pull, or drag up to 2,040 pounds. A light load for a warhorse is up to 216 pounds; a medium load, 217–432 pounds; and a heavy load, 433–648 pounds. A warhorse can push, pull, or drag up to 2,160 pounds. A horse can be trained to carry a rider, push or pull medium or heavy loads, and carry a rider into combat, but must be Work, Riding, or Combat Trained respectively as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details), but domesticated horses tend to already be trained for such. A horse cannot fight while carrying a rider unless it has Combat Training as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). A warhorse can attack while carrying a rider, but the rider cannot also attack in the same round unless he or she succeeds on a [TN10] Ride check. A warhorse is usually already trained to bear a rider into combat, and as such does not require the additional training. For the purposes of damage, a warhorse adds 1.5x its STR modifier to its kick attack.

Low-Light Vision Horses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a horse to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample A horse can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the horse, and creatures can attempt a Reflex Saving Throw (TN 10 + ½ the horse's Hit Dice + the its Strength modifier) to completely avoid the damage and move to a space of their choice outside of the horse's trample. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the horse's trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

Skill Bonus Warhorses receive a +2 bonus to Will Saving Throws to resist fear effects.

Horse (Large Animal)

BV 8 **HD** 3d8+6 **CHP** 12 **XHP** 19 **CP** 13

STR	DEX	CON
17	14	15
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +2
Defense 11 (+2 DEX, –1 Size)
Touch 11 | Flat-Footed 9
BAB +2
Grapple +8

Attack(s)

Bite (Melee)
3 CP –1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
4 CP –1 Standard attack, 1d2+1 piercing damage (non-lethal) (no effect against armor)
6 CP –1 Heavy attack, 2d2+1 piercing damage
Kick (Melee)
3 CP +3 Light attack, 1d6 bludgeoning damage
4 CP +3 Standard attack, 1d6+3 bludgeoning damage
6 CP +3 Heavy attack, 2d6+3 bludgeoning damage
11 CP +3 Full attack, 3d6+7 bludgeoning damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Low-Light Vision, Scent, Trample 2d6+4 [TN14], Run (1 CP per 20ft)
Saves Fort +5 | Ref +5 | Will +2
Skills
Acrobatics +4
Athletics +4
Perception +6 (+14 for scent-based checks)
Feats None
Organization
Domesticated, solitary, or herd (1d6+10)
Treasure None
Advancement
4-5 HD (Large)

Warhorse (Large Animal)

BV 11 **HD** 4d8+12 **CHP** 17 **XHP** 30 **CP** 13

STR	DEX	CON
18	16	16
INT	WIS	CHA
2	13	6

Structure Quadruped
Initiative +3
Defense 13 (+3 DEX, –1 Size, +1 Natural)
Touch 12 | Flat-Footed 11
BAB +3
Grapple +11

Attack(s)

Bite (Melee)
3 CP +2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
4 CP +2 Standard attack, 1d2+2 piercing damage (no effect against armor)
6 CP +2 Heavy attack, 2d2+2 piercing damage
Kick (Melee)
3 CP +6 Light attack, 1d6+3 bludgeoning damage
4 CP +6 Standard attack, 1d6+6 bludgeoning damage
6 CP +6 Heavy attack, 2d6+6 bludgeoning damage
11 CP +6 Full attack, 3d6+10 bludgeoning damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Low-Light Vision, Scent, Trample 2d6+6 [TN16], Run (1 CP per 20ft)
Saves Fort +7 | Ref +7 | Will +2 (+4 to resist fear effects)
Skills
Acrobatics +4
Athletics +6
Perception +6 (+14 for scent-based checks)
Feats None
Organization
Domesticated
Treasure None
Advancement
5-10 HD (Large)

Hyena

A both frightening and at the same time annoying cackle is vocalized from this animal. These vicious creatures hunt in packs to increase their chances of success, even a lion knows to put distance between itself and a pack of these hunters.

Species Traits

Low-Light Vision Hyenas can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a hyena to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A hyena that hits with its bite attack can attempt to Trip its opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the hyena. If the Trip attempt is successful, the hyena may Pin its foe without needing to make a Grapple check.

Skill Bonuses Hyenas receive a +4 species bonus on Stealth checks. In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Hyena (Medium Animal)

BV 8 **HD** 2d8+4 **CHP** 11 **XHP** 13 **CP** 13

STR	DEX	CON
14	15	15
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +1
Grapple +3

Attack(s)

Bite (Melee)
2 CP +3 Light attack, 1d6–1 piercing damage (no effect against armor)
3 CP +3 Standard attack, 1d6+2 piercing damage
5 CP +3 Heavy attack, 2d6+2 piercing damage
10 CP +3 Full attack, 3d6+6 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent, Trip, Run (1 CP per 10ft)
Saves Fort +5 | Ref +5 | Will +1
Skills
Acrobatics +3
Athletics +3
Perception +4 (+12 for scent-based checks)
Stealth +6 (+10 in tall grass or undergrowth to avoid being seen)
Feats None
Organization
Solitary, pair, or pack (3d3+3)
Treasure
Hyena pelt, 2d8 teeth
Advancement
3-4 HD (Medium)
5-6 HD (Large)

Leopard

In the tall grass of the savanna, this beast–known for the spotted pattern of its fur–methodically traipses through the underbrush, licking its teeth with anticipation and waiting for the best moment to begin a run at its next meal.

Species Traits

Improved Grab To use this ability, a leopard must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Low-Light Vision Leopards can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a leopard to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A leopard that hits with its bite or claw attacks can attempt to Trip the opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the leopard. If the Trip attempt is successful, the leopard may Pin its foe without needing to make a Grapple check.

Skill Bonuses Leopards receive a +4 species bonus on Acrobatics and Stealth checks. In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Leopard (Medium Animal)

BV 15 **HD** 3d8+6 **CHP** 11 **XHP** 19 **CP** 14

STR	DEX	CON
14	19	15
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +4
Defense 14 (+4 DEX)
Touch 14 | Flat-Footed 10
BAB +2
Grapple +4

Attack(s)

Bite (Melee)
2 CP +4 Light attack, 1d6–2 piercing damage (no effect against armor)
3 CP +4 Standard attack, 1d6+1 piercing damage
5 CP +4 Heavy attack, 2d6+1 piercing damage
10 CP +4 Full attack, 3d6+5 piercing damage
Claws (Melee)
2 CP +4 Light attack, 1d4–1 slashing damage (no effect against armor)
3 CP +4 Standard attack, 1d4+2 slashing damage
5 CP +4 Heavy attack, 2d4+2 slashing damage
10 CP +4 Full attack, 3d4+6 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Improved Grab, Low-Light Vision, Scent, Trip, Climb (1 CP per 5ft), Run (1 CP per 35ft)
Saves Fort +5 | Ref +7 | Will +2
Skills
Acrobatics +8
Athletics +4 (+12 for climbing checks)
Perception +4 (+12 for scent-based checks)
Stealth +8 (+12 in tall grass or undergrowth to avoid being seen)
Feats None
Organization
Solitary or pair
Treasure
Leopard pelt, 1d6 teeth
Advancement
4-6 HD (Medium)

Lion

Known to many as "the king of beasts," groups of lions tend to rule over swathes of territory as the top predators. Males are easily distinguished by the noticeable outgrowth of hair around their heads. This creature's likeness is used in many different forms of heraldry, even in lands wherein there are no lions.

Species Traits
For the purposes of Called Shot attacks, a lion's head and other extremities do not count as being protected by its natural armor.

Improved Grab To use this ability, a lion must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Low-Light Vision Lions can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a lion to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A lion that hits with its bite or claw attacks can attempt to Trip the opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the lion. If the Trip attempt is successful, the lion may Pin its foe without needing to make a Grapple check.

Skill Bonuses Lions receive a +4 species bonus on Acrobatics and Stealth checks. In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Lion (Large Animal)

BV 18 **HD** 5d8+10 **CHP** 17 **XHP** 32 **CP** 14

STR	DEX	CON
21	15	15
INT	WIS	CHA
2	12	7

Structure Quadruped
Initiative +2
Defense 12 (+2 DEX, –1 Size, +1 Natural)
Touch 11 | Flat-Footed 10
BAB +3
Grapple +12

Attack(s)

Bite (Melee)
3 CP +7 Light attack, 1d8–1 piercing damage
4 CP +7 Standard attack, 1d8+2 piercing damage
6 CP +7 Heavy attack, 2d8+2 piercing damage
11 CP +7 Full attack, 3d8+6 piercing damage
Claws (Melee)
3 CP +7 Light attack, 1d6+2 slashing damage
4 CP +7 Standard attack, 1d6+5 slashing damage
6 CP +7 Heavy attack, 2d6+5 slashing damage
11 CP +7 Full attack, 3d6+9 slashing damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Improved Grab, Low-Light Vision, Scent, Trip, Run (1 CP per 15ft)
Saves Fort +6 | Ref +6 | Will +2
Skills
Acrobatics +7
Athletics +10
Perception +4 (+12 for scent-based checks)
Stealth +7 (+11 in tall grass or undergrowth to avoid being seen)
Feats None
Organization
Solitary, pair, or pride (1d6+4)
Treasure
Lion pelt, 1d6 teeth
Advancement
6-8 HD (Large)

Little Grey

In the darkness of an unknown place, you see a horrifying creature with a round, bulbous head, getting only larger as it reaches the top. Two inhumanly large black orbs–eyes–mark the front of what must be its face. They are less eyes and more like portals to an infinitely dark void. Further, its limbs, nay, its body in general–devoid of clothing it would appear–has an emaciated look about it… not that the creature seems bothered by this. The utterly alien nature of this creature urges you want remove yourself from its presence.

Species Traits

Low-Light Vision Little greys can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Telepathic A little grey can use any Psionic power in the Telepathy category as per the rules in the Modern Magika rulebook (see pg. 48) so long as it meets the prerequisite Mental Limit requirements.

Little Grey (Medium Aberration)

BV 16 **HD** 3d8–3 **CHP** 8 **XHP** 10 **ML** 106* **CP** 12

STR	DEX	CON
6	12	9
INT	WIS	CHA
19	16	7

Structure Biped (Humanoid)
Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +2
Grapple +0

Attack(s)

Slam (Melee)
2 CP +0 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP +0 Standard attack, 1 bludgeoning damage (non-lethal)
5 CP +0 Heavy attack, 2d3 bludgeoning damage (non-lethal)
10 CP +0 Full attack, 3d3+2 bludgeoning damage (non-lethal)
Plasma Pistol (Ranged) (45kw) (Semi/Charge)
60ft, 20h
6 CP +3 Single Shot attack, 2d8+2 plasma damage
4 CP –3 Potshot attack, 2d8+2 plasma damage
4 CP (+2 CP per additional charge level) +3 Chargeshot attack, 2d8+2 (+1 additional damage dice per charge level) plasma damage
6 CP +3 Double Tap attack, 3d8+2 plasma damage

Psionic Power(s)

5 Combat Points to activate any Psionic Power.

(*Phantom Pain* 25ft max, a psion targets a single creature and causes them perceived pain, the telepath targets a single creature they can see, the target makes a Will Saving Throw (TN9 + little grey's (Psionics (Telepathy) Rank + WIS modifier)] or suffers the damage caused, 2d8 non-lethal, [TN17 Will], 6PP)

(*Telepathic Communication* 50ft max, psion may broadcast its voice into the mind of creature who is considered indifferent, friendly, or helpful to them, when broadcasting to anyone who is is unfriendly or hostile, the target makes a Will Saving Throw (TN10 + little grey's (Psionics (Telepathy)) Rank + WIS modifier], and if failed, hears the broadcast, the target may disregard the message without penalty, [TN18 Will], 0PP)

(*Telepathic Link* 50ft max, creates a link with a creature who is considered indifferent, friendly, or helpful, once established, those linked may talk freely to one another in each other's mind, this power is not limited by the languages a creature speaks, if they move beyond that distance, the link is severed and the telepath must reestablish the link, this power lasts until canceled, 2 minds, 7PP)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Telepathic
Saves Fort +0 | Ref +2 | Will +6
Skills
Craft (one of the GM's choice) +11
Disable Device +10
Knowledge (Physical Sciences) +11
Knowledge (Technology) +11
Psionics (Telepathy) +8
Stealth +6
Technology Use +17
Feats
Personal Plasmas Proficiency (Grants proficiency with elarms, lasarms, and plasarms, user may reload these weapons and receive bonuses from upgrades.)
Skill Focus (Disable Device)
Skill Focus (Technology Use)
Psionic Squire (Telepathy) (–1 to PP cost when using psionic powers in the chosen category.)
Organization
Solitary, pair, or team (1d6+4)
Treasure
Plasma pistol, 3 Coolant Packs
Advancement
4-8 HD (Medium)

*31 Mental Limit used for initial Psionic power use.

Living Dumpster

Once merely an ordinary dumpster, now somehow made animate, seeks to attack and "swallow" any suitably large creature that gets too close to it. As to why it would have any inclination to do such things is unknown; it could not possibly gain sustenance from such an actions.

Species Traits

Blindsight A living dumpster is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the living dumpster's use of this ability.

Construct A living dumpster has the traits and immunities common to constructs.

Hardness 4 A living dumpster ignores the first 4 points of damage dealt by most weapons.

Swallow Whole If a living dumpster successfully grapples a creature smaller than itself, it can attempt to swallow the creature. If the living dumpster succeeds at a second grapple check, the Grappled opponent is swallowed whole. Swallowed creatures take 1d4+2 points of bludgeoning damage per round from the vigorous shaking of the living dumpster. The swallowed creature can attack the living dumpster from inside using whatever weapons it has. A living dumpster can hold 2 Medium-size, 4 Small, 8 Tiny, 32 Diminutive, or 128 Fine sized creatures at a time.

Wheels Because the living dumpster relies on small caster wheels for locomotion, its Combat Points are reduced by half (rounded down) on very soft or soft surfaces such as mud or thick lawns. It cannot negotiate stairs, although it can hop up or down a curb without difficulty.

Living Dumpster (Large Construct)

BV 16 **HD** 3d10+20 **CHP** 36 **CP** 11

STR	DEX	CON
22	7	—
INT	WIS	CHA
—	10	1

Structure Other (Rectangular, possesses 4 caster wheels)
Initiative –2
Defense 11 (–2 DEX, –1 Size, +4 Natural)
Touch 7 | Flat-Footed 11
BAB +2
Grapple +12

Attack(s)

Slam (Melee)
3 CP +7 Light attack, 1d8+3 bludgeoning damage
4 CP +7 Standard attack, 1d8+6 bludgeoning damage
6 CP +7 Heavy attack, 2d8+6 bludgeoning damage
10 CP +7 Full attack, 3d8+10 bludgeoning damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Blindsight 60', Construct, Hardness 4, Swallow Whole, Wheels
Saves Fort +1 | Ref –1 | Will +1
Skills None
Feats None
Organization
Solitary
Treasure
1d3–1 Firearms, 1d6–1 Simple Melee Weapons, 6d4 WP in cash
Advancement None

Medusa

At first this woman appeared to be just another woman. This was, until you saw that the "hair" beneath the shawl she was wearing moved, like a group of writhing snakes. Now that you know the secret, she will not let you go so easily.

Species Traits

Automatic Languages Medusae read, speak, and write any two languages of the GM's choice.

Darkvision A medusa can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and medusa can function with no light at all.

Gaze For 6 Combat Points, a medusa can use a gaze attack against a single foe. A medusa's gaze permanently turns to stone any creature (that makes mutual eye contact with the medusa) within 30 feet that fails a Fortitude Saving Throw. The Fortitude Saving Throw TN is equal to (10 + ½ the medusa's Hit Dice + its Charisma modifier). This effect cannot be carried through image equipment (such as video transmission or night vision, thermal, etc, goggles and or other such similar equipment) nor affect opponents or creatures that are blind or otherwise cannot see. Further, this ability does not effect inorganic or otherwise non living creatures. See Special Qualities for more information on gaze attacks. The GM can make the petrification a temporary effect (lasting 1d6 hours), or, can change the effect to Paralyze the target instead.

Poison A medusa injects venom with a successful attack from its head snakes that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim bitten by the medusa's snaky hair must succeed on a Fortitude Saving Throw or take 1d2 points of temporary Strength damage; a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate the venom's secondary damage (same as the initial damage). The Fortitude Saving Throw TN is equal to (10 + ½ the medusa's Hit Dice + its Constitution modifier). Medusae are immune to their own venom, and the venom of other medusae.

Medusa (Medium Sapient)

BV 19 **HD** 6d8+6 **CHP** 14 **XHP** 33 **CP** 16

STR	DEX	CON
10	15	12
INT	WIS	CHA
12	13	15

Structure Biped (Humanoid)
Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +4
Grapple +4

Attack(s)

Head Snakes (Melee)
1 CP +6 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +6 Standard attack, 1d3 piercing damage, poison
4 CP +6 Heavy attack, 2d3 piercing damage, poison
Slam (Melee)
2 CP +4 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP +4 Standard attack, 1d3 bludgeoning damage (non-lethal)
5 CP +4 Heavy attack, 2d3 bludgeoning damage (non-lethal)
10 CP +4 Full attack, 3d3+4 bludgeoning damage (non-lethal)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Darkvision 60', Gaze [TN15], Poison [TN14]
Saves Fort +3 | Ref +7 | Will +3
Skills
Acrobatics +3
Linguistics (one of the GM's choice) +Free
Perception +4
Presence +7
Stealth +5
Feats
Archaic Weapons Proficiency (one of the GM's choice) (Grants proficiency with the chosen class of weaponry.)
Weapon Expertise (Head Snakes) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Simple Weapon Specialist (one of the GM's choice) (–1 to CP cost when attacking with the chosen simple weapon.)
(A feat of the GM's choice)
(A feat of the GM's choice)
(A feat of the GM's choice)
Organization
Solitary
Treasure
Determined by GM
Advancement
By Character Level

Mimic

The large wooden box of ammunition in the corner was, in fact, no box at all. Certainly, the lid opening by itself as a person reached for it and numerous sharp teeth suddenly trying to bite down was quite the give away. It was a lesson to which a number of its prey were not privy, and because of that ignorance a number of them paid a heavy price.

Species Traits
For the purposes of Called Shot attacks, a mimic's extremities do not count as being protected by its natural armor (its Damage Reduction from noted damage types do not apply).

Automatic Language A mimic can understand (but neither read, speak, nor write), one language of the GM's choice.

Blindsight A mimic can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the mimic's use of this ability.

Damage Reduction 3/All A mimic ignores the first 3 points of damage dealt by any weapon.

Improved Grab To use this ability, a mimic must hit with its bite or slam attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Mimic Object A mimic can assume the general shape of any object within its size category, such as a wooden chest, a small bed, a crate of munitions, a refuse container (not to be confused with a living dumpster), etc. It generally prefers to take the shape of storage containers. The creature is not, however, capable of substantially altering its size. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +10 racial bonus to Presence checks while remaining still when disguising itself to imitate an object in this manner.

Bonus Feat Mimics receive the bonus feat Improved Initiative.

Mimic (Medium Aberration)

BV 26 **HD** 5d8+15 **CHP** 18 **XHP** 37 **CP** 12

STR	DEX	CON
19	17	17
INT	WIS	CHA
10	12	10

Structure Amorphous (Tends to imitate storage containers, no discernible head, possesses 2 arms and 2 legs)
Initiative +6
Defense 14 (+3 DEX, +1 Natural)
Touch 13 | Flat-Footed 11
BAB +3
Grapple +7

Attack(s)

Bite (Melee)
2 CP +7 Light attack, 2d4+1 piercing damage
3 CP +7 Standard attack, 2d4+4 piercing damage
5 CP +7 Heavy attack, 3d4+4 piercing damage
10 CP +7 Full attack, 4d4+8 piercing damage
Slam (Melee)
2 CP +3 Light attack, 1d3+1 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d3+4 bludgeoning damage
5 CP +3 Heavy attack, 2d3+4 bludgeoning damage
10 CP +3 Full attack, 3d3+8 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Damage Reduction (3/All), Improved Grab, Mimic Object
Saves Fort +4 | Ref +4 | Will +5
Skills
Acrobatics +9
Athletics +6
Presence +10 (+20 to imitate objects) (can only be used to Disguise (as an object), Intimidate, or Terrify)
Stealth +15
Feats
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Danger Sense (Before combat starts, the creature may roll their Initiative check twice and take the best result. The creature must decide to reroll before the first round starts.)
Organization
Solitary
Treasure None
Advancement
6-9 HD (Medium)
10 HD (Large)

Minotaur

This giant is as a bull given the form of man. It stands upright on two reverse jointed legs with feet of cloven hoof. Short, coarse hair covers most of its body. Curved horns protrude from both sides of the beast's head, and its face is that of a bull with the ability to emote like person.

Species Traits
For the purposes of Called Shot attacks, a minotaur's head and other extremities do not count as being protected by its natural armor. Despite being of Large size, a minotaur can use weapons designed for Medium-size creatures at no penalty (other than penalties related to a lack of proficiency or other applicable penalties).

Automatic Language Minotaurs speak (but neither read nor write) one language of the GM's choice.

Charge A minotaur typically begins a battle by charging at an opponent. If a minotaur moves at least 20 feet in a straight line and chooses to attack a creature along or in that path, it can make a single attack that inflicts piercing damage equivalent to a Full gore attack, using its attack bonus for its gore attack against a single creature along its path in a straight line. The minotaur gains a +1 bonus both to its attack roll and to the attack's damage for every 10 feet traveled beyond the first 20 feet, up to a +5 bonus.

If the attack roll is successful, the minotaur may roll the damage, otherwise it misses and moves an additional 10 feet (not costing the additional Combat Points for movement) beyond its intended target in a straight line and can may attempt to use the attack against another single creature along its path. Regardless of whether or not the minotaur hits its intended target, if a creature is hit by the attack, it can make a Reflex Saving Throw (TN [result of the minotaur's attack roll] – its Size modifier). If the Reflex Saving Throw is successful, the creature reduces by three-quarters (¾) (rounded down) the amount of damage it would have otherwise suffered and moves 5 feet out of the charging minotaur's path in a direction of the targeted creature's choosing. Moving out of the charge attack's path does not provoke an Attack of Opportunity. If the creature is successfully hit by the minotaur's charge, it must make a Fortitude Saving Throw (TN 10 + ½ the minotaur's Hit Dice + its Strength modifier + its Size modifier to Grapple checks), or be moved 10 feet in the direction the minotaur is traveling toward and be knocked Prone. Being forcibly moved by the charge attack does not provoke an Attack of Opportunity.

The result of the first attack roll is used for the second attack or subsequent attacks of creatures within its path, and if the creature is attacked from one of its flanks or from behind it is considered Flat-Footed (if it can be Flat-Footed or flanked) and is not allowed to make a Reflex Saving Throw. If the creature can see the minotaur it merely uses its normal defense score and is allowed the Reflex Saving Throw. If the minotaur successfully hits its target it may also use its trample special ability (see below) if desired, but if it fails to hit, the minotaur is subject to an Attack of Opportunity. A charge attack may only be used once per round and may be used at the start of the next round, before any other combatant may act if the minotaur ended its turn while moving in a straight line for at least 20 feet.

Low-Light Vision Minotaurs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Natural Cunning Although minotaurs are not especially intelligent, they possess innate cunning and logical reasoning ability. This prevents them from ever becoming lost. Further, they are never caught Flat-Footed.

Scent This ability allows the minotaur to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feats A minotaur gains the bonus feat Archaic Weapons Proficiency (Any) or Simple Weapon Specialist (Any). (The minotaur listed below uses Archaic Weapons Proficiency.)

Skill Bonus Minotaurs receive a +4 species bonus on Perception checks (included in profile).

Minotaur (Large Giant)

BV 33 **HD** 6d8+18 **CHP** 21 **XHP** 45 **CP** 14

STR	DEX	CON
20	10	17
INT	WIS	CHA
7	10	8

Structure Biped (Humanoid)
Initiative +0
Defense 13 (–1 Size, +4 Natural)
Touch 9 | Flat-Footed 13
BAB +4
Grapple +13

Attack(s)

Gore (Melee)
3 CP +8 Light attack, 1d8+2 piercing damage
4 CP +8 Standard attack, 1d8+5 piercing damage
6 CP +8 Heavy attack, 2d8+5 piercing damage
11 CP +8 Full attack, 3d8+9 piercing damage
Slam (Melee)
3 CP +8 Light attack, 1d4+2 bludgeoning damage (non-lethal)
4 CP +8 Standard attack, 1d4+5 bludgeoning damage
6 CP +8 Heavy attack, 2d4+5 bludgeoning damage
11 CP +8 Full attack, 3d4+9 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Charge 3d8+(up to 14) [TN22 Fort], Low-Light Vision, Natural Cunning, Scent
Saves Fort +8 | Ref +2 | Will +6
Skills
Acrobatics +3
Athletics +9
Perception +6 (+14 for scent-based checks)
Presence +4
Feats
Archaic Weapons Proficiency (one of the GM's choice) (Grants proficiency with the chosen class of weaponry.)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Focused Saving Throw (Will)
Organization
Solitary, pair, or gang (3d2)
Treasure
Determined by GM
Advancement
By Character Level

Monkey

Small in stature, this little primate has a number of clever ways of moving around and taking food that it wants.

Species Traits
The following statistics can represent monkeys like macaques. Monkeys are generally quadrupedal in nature but some are capable of standing on their hind legs and actually walking in this manner (some are more proficient than others). In the event that such knowledge is needed, a monkey counts a bipedal for the purposes of Carrying Capacity while standing bipedal.

Bonus Feat Monkeys gain the bonus feat Weapon Expertise (Bite).

Monkey (Tiny Animal)

BV ¼ **HD** 1d8 **CHP** 3 **XHP** 4 **CP** 8

STR	DEX	CON
3	15	10
INT	WIS	CHA
2	12	5

Structure Quadruped
Initiative +2
Defense 14 (+2 DEX, +2 Size)
Touch 12 | Flat-Footed 12
BAB +0
Grapple –12

Attack(s)

Bite (Melee)
1 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +0 Standard attack, 1 piercing damage

Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Climb (1 CP per 10ft)
Saves Fort +2 | Ref +4 | Will +1
Skills
Acrobatics +10
Athletics +3 (+11 for climbing checks)
Perception +4
Stealth +13
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary or troop (2d10+10)
Treasure None
Advancement
2-5 HD (Small)

Monstrous Spiders

These creatures are not merely the little house spiders lackadaisically waiting in a corner, conveniently trapping and eating annoying bugs. To them, humanoids and other creatures are fair game.

Species Traits
For the purposes of Called Shot attacks, a monstrous spider's extremities do not count as being protected by its natural armor. Monstrous spiders come in two general types: hunters and web spinners.

Combat Points Hunting spiders are speedier than their web-spinning counterparts. Increase the Combat Points by 3.

Poison A monstrous spider injects poison into its victim with a bite that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or take the initial damage; a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate the poison's secondary damage. The TN of the Fortitude Saving Throws and the effects vary depending on the monstrous spider's size, as shown on Table: Monstrous Spider Poison.

Spider Size	Fort Save TN	Initial/Secondary Damage
Gargantuan	25	2d6 Str/1d6 CHP
Huge	20	1d8 Str/1d4 CHP
Large	15	1d6 Str/1d3 CHP
Medium	12	1d4 Str
Small	10	1d3 Str
Tiny	10	1d2 Str

Table 22: Monstrous Spider Poison

Web Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinning spiders can cast a web eight times per day. Casting a web is a ranged Touch attack with a maximum range of 50 feet and a range increment of 10 feet, and the web is effective against targets up to one size category larger than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Athletics check or burst the web with a Strength check. Web-spinning spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Perception check [TN20] to notice a web; otherwise they stumble into it and become Entangled as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the Hit Points listed on below and Elemental Resistance 3/Fire. A monstrous spider can move across its own sheet web and can determine the exact location of any creature touching the web.

Spider Size	Athletics TN	Break TN	Hit Points
Gargantuan	30	32	16
Huge	28	30	14
Large	26	28	12
Medium	20	22	6
Small	18	20	4
Tiny	16	18	2

Table 23: Monstrous Spider Webs

Vermin Monstrous spiders have the traits and immunities common to vermin.

Bonus Feat Medium size or smaller monstrous spiders gain the bonus feat Weapon Expertise (bite).

Skill Bonuses Monstrous spiders receive a +4 species bonus on Stealth checks and a +8 species bonus on Perception checks. Hunting spiders receive a +6 species bonus on Athletics checks.

Spider Climb Monstrous spiders can climb sheer surfaces.

Monstrous Spider, Tiny (Tiny Vermin)

BV 1 **HD** ½ d8 **CHP** 1 **XHP** 2 **CP** 6

STR	DEX	CON
3	17	10
INT	WIS	CHA
—	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax and 8 legs)
Initiative +3
Defense 15 (+3 DEX, +2 Size)
Touch 15 | Flat-Footed 12
BAB +0
Grapple –12

Attack(s)

Bite (Melee)
1 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +0 Standard attack, 1 piercing damage, poison

Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Darkvision 60', Poison [TN10], Spider Climb, Vermin, Webs
Saves Fort +2 | Ref +3 | Will +0
Skills
Athletics +2
Perception +8
Stealth +17
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary, or colony (8d2)
Treasure None
Advancement None

Monstrous Spider, Small (Small Vermin)

BV 5 **HD** 1d8 **CHP** 3 **XHP** 4 **CP** 8

STR	DEX	CON
5	17	10
INT	WIS	CHA
—	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax and 8 legs)
Initiative +3
Defense 14 (+3 DEX, +1 Size)
Touch 13 | Flat-Footed 11
BAB +0
Grapple –7

Attack(s)

Bite (Melee)
1 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +0 Standard attack, 1d4–3 piercing damage, poison
4 CP +0 Heavy attack, 2d4–2 piercing damage, poison
9 CP +0 Full attack, 3d4+1 piercing damage, poison

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Darkvision 60', Poison [TN10], Spider Climb, Vermin, Webs
Saves Fort +2 | Ref +3 | Will +0
Skills
Athletics +4
Perception +10
Stealth +13
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary, colony (2d3), or swarm (5d2)
Treasure None
Advancement None

Monstrous Spider, Medium (Medium Vermin)

BV 8 **HD** 2d8+1 **CHP** 7 **XHP** 10 **CP** 10

STR	DEX	CON
8	17	12
INT	WIS	CHA
—	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax and 8 legs)
Initiative +3
Defense 13 (+3 DEX)
Touch 13 | Flat-Footed 10
BAB +1
Grapple +0

Attack(s)

Bite (Melee)
1 CP +2 Light attack, 1d6–4 piercing damage, (no effect against armor)
2 CP +2 Standard attack, 1d6–1 piercing damage, poison
4 CP +2 Heavy attack, 2d6–1 piercing damage, poison
9 CP +2 Full attack, 3d6+3 piercing damage, poison

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Darkvision 60', Poison [TN12], Spider Climb, Vermin, Webs
Saves Fort +4 | Ref +3 | Will +0
Skills
Athletics +6
Perception +10
Stealth +9
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary or colony (2d3)
Treasure None
Advancement None

Monstrous Spider, Large (Large Vermin)

BV 19 **HD** 4d8+5 **CHP** 15 **XHP** 23 **CP** 12

STR	DEX	CON
15	15	16
INT	WIS	CHA
—	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax and 8 legs)
Initiative +2
Defense 14 (+2 DEX, –1 Size, +3 Natural)
Touch 11 | Flat-Footed 12
BAB +3
Grapple +9

Attack(s)

Bite (Melee)
3 CP +4 Light attack, 1d8–1 piercing damage
4 CP +4 Standard attack, 1d8+2 piercing damage, poison
6 CP +4 Heavy attack, 2d8+2 piercing damage, poison
11 CP +4 Full attack, 3d8+6 piercing damage, poison

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Darkvision 60', Poison [TN15], Spider Climb, Vermin, Webs
Saves Fort +7 | Ref +3 | Will +1
Skills
Athletics +10
Perception +12
Stealth +5
Feats None
Organization
Solitary or colony (2d3)
Treasure None
Advancement None

Monstrous Spider, Huge (Huge Vermin)

BV 32 **HD** 8d8+20 **CHP** 30 **XHP** 56 **CP** 14

STR	DEX	CON
27	13	22
INT	WIS	CHA
—	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax and 8 legs)
Initiative +1
Defense 16 (+1 DEX, –2 Size, +7 Natural)
Touch 8 | Flat-Footed 15
BAB +6
Grapple +22

Attack(s)

Bite (Melee)
3 CP +12 Light attack, 2d6+5 piercing damage, poison
4 CP +12 Standard attack, 2d6+8 piercing damage, poison
6 CP +12 Heavy attack, 3d6+8 piercing damage, poison
11 CP +12 Full attack, 4d6+12 piercing damage, poison

Reach 10'
Fighting Space 15' by 15'
Special Qualities
Darkvision 60', Poison [TN20], Spider Climb, Vermin, Webs
Saves Fort +12 | Ref +3 | Will +2
Skills
Athletics +16
Perception +12
Stealth –7
Feats None
Organization
Solitary or colony (2d3)
Treasure None
Advancement None

Monstrous Spider, Gargantuan (Gargantuan Vermin)

BV 46 **HD** 12d8+48 **CHP** 46 **XHP** 102 **CP** 16

STR	DEX	CON
45	11	30
INT	WIS	CHA
—	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax and 8 legs)
Initiative +3
Defense 19 (+3 DEX, –4 Size, +13 Natural)
Touch 9 | Flat-Footed 16
BAB +9
Grapple +38

Attack(s)

Bite (Melee)
4 CP +22 Light attack, 4d6+14 piercing damage
5 CP +22 Standard attack, 4d6+17 piercing damage, poison
7 CP +22 Heavy attack, 5d6+17 piercing damage, poison
12 CP +22 Full attack, 6d6+21 piercing damage, poison

Reach 15'
Fighting Space 20' by 20'
Special Qualities
Darkvision 60', Poison [TN25], Spider Climb, Vermin, Webs
Saves Fort +18 | Ref +4 | Will +4
Skills None
Athletics +18
Perception +12
Stealth –15
Feats None
Organization
Solitary
Treasure None
Advancement None

Mothfolk

Strange beings from another realm, you see a moth given the form of a humanoid. Its stilted arms and legs give it greater height than an average person, and a pair of dusty wings on its back enable it to fly (albeit poorly). The head and face of these creatures

are insect-like in nature, with two very visible, reflective red compound eyes marking the sides of the head.

Species Traits

Automatic Language Mothfolk speak a language of whistles, squeaks, and clicks (called Mothfolk, for lack of a better name). They also possess a written form of Mothfolk.

Darkvision Mothfolk can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Mothfolk can function with no light at all.

Fear Aura A mothfolk's appearance projects a feeling of fear within most creatures that can see it. Any creature that has a line of sight to, and both has visual contact with and comprehend the mothfolk's appearance must attempt a Will Saving Throw (TN 10 + ½ the mothfolk's Hit Dice + its Charisma modifier) or become Frightened. If the creature was already in a Frightened state it instead becomes Panicked. Regardless of success or failure, any creature affected by the ability effect is immune to any further effect of it for 24 hours. Creatures that are blind or otherwise do not have the ability to see are immune to the effects of this ability. This ability is only effective against creatures with an Intelligence score of 3 or higher, and is only effective against creatures that the GM deems appropriate. A mothfolk is immune to the fear auras of other mothfolk.

Skill Bonuses Mothfolk gain a +4 species bonus on Acrobatics, Perception, and Stealth checks (included in profile).

Mothfolk (Medium Sapient)

BV 10 **HD** 3d8 **CHP** 9 **XHP** 13 **CP** 15

STR	DEX	CON
10	13	10
INT	WIS	CHA
10	14	10

Structure Biped (Humanoid, possesses 2 wings)
Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +2
Grapple +2

Attack(s)

Claws (Melee)
2 CP +2 Light attack, 1d4–3 slashing damage (no effect against armor)
3 CP +2 Standard attack, 1d4 slashing damage
4 CP +2 Heavy attack, 2d4 slashing damage
10 CP +2 Full attack, 3d4+4 slashing damage
Shortsword (Melee)
2 CP +2 Light attack, 2d3–2/15-18 piercing damage
3 CP +2 Standard attack, 2d3+1/15-18 piercing damage
5 CP +2 Heavy attack, 3d3+1/15-18 piercing damage
10 CP +2 Full attack, 4d3+5/15-18 piercing damage

Reach 5'
Fighting Space 5' by 5'

Special Qualities
Darkvision 60', Fear Aura [TN11], Fly (1 CP per 5ft) (Poor)
Saves Fort +1 | Ref +4 | Will +3
Skills
Acrobatics +5
Athletics +3
Craft (Structural) +4
Perception +6
Presence +3
Stealth +5
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Skill Focus (Craft (Structural))
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Organization
Solitary, band (1d4+3 mothfolk plus 1d2 mothfolk warriors), or tribe (2d8+8 mothfolk plus 30% noncombatants, 6d3 mothfolk warriors, and 1 mothfolk warrior leader of 8-9 HD)
Treasure
Region appropriate clothing, Shortsword, Tactical Sheath, pouch with 1d2 WP in silver coins
Advancement
By Character Level

Mothfolk Warrior (Medium Sapient)

BV 16 **HD** 3d8+3 **CHP** 13 **XHP** 16 **CP** 15

STR	DEX	CON
14	13	12
INT	WIS	CHA
10	14	12

Structure Biped (Humanoid, possesses 2 wings)
Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +2
Grapple +4

Attack(s)

Claws (Melee)
2 CP +4 Light attack, 1d4–1 slashing damage (no effect against armor)
3 CP +4 Standard attack, 1d4+2 slashing damage
4 CP +4 Heavy attack, 2d4+2 slashing damage
10 CP +4 Full attack, 3d4+6 slashing damage

*__Short Spear (Melee)__
3 CP +4 Light attack, 2d4/14-18 piercing or 1d4/14-18 bludgeoning damage
4 CP +4 Standard attack, 2d4+3/14-18 piercing or 1d4+3/14-18 bludgeoning damage
6 CP +4 Heavy attack, 3d4+3/14-18 piercing or 2d4+3/14-18 bludgeoning damage
11 CP +4 Full attack, 4d4+7/14-18 piercing or 3d4+7/14-18 bludgeoning damage

Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'

Special Qualities
Darkvision 60', Fear Aura [TN12], Fly (1 CP per 5ft) (Poor)
Saves Fort +2 | Ref +4 | Will +3
Skills
Acrobatics +5
Athletics +5
Perception +6
Presence +3
Stealth +5
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the creature wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Organization
Solitary, scouting party (1d3+1 mothfolk warriors plus 1d2 mothfolk), or warband (1d3+6 mothfolk warriors plus 1d2+2 mothfolk, and 1d2 mothfolk warrior leaders of 7-8 HD)
Treasure
Region appropriate clothing, Short Spear, Tactical Sheath, pouch with 1d2 WP in silver coins
Advancement
By Character Level

*Warriors tend to wield their short spears two-handed.

Mummy

In a long since forgotten tomb, unknown powers resurrect the preserved corpse of an ancient ruler. Rising from its dilapidated sarcophagus, tattered remains of anointed wrappings slowly begin to loosen and hang away from its body; the dried husk of flesh that it has become.

Species Traits
For the purposes of Called Shot attacks, a mummy's head and other extremities do not count as being protected by its natural armor. The GM may decide if a mummy possesses Blindsight or Darkvision. However, a mummy may not possess both. (The mummy presented below possesses Darkvision.) For the purposes of damage, a mummy adds 1.5x its STR modifier to its slam attack.

Automatic Language Mummies read, speak, and write one language of the GM's choice.

Blindsight A mummy can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the mummy's use of this ability.

Darkvision Mummies can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and mummies can function with no light at all.

Despair At the mere sight of a mummy, the viewer must succeed on a Will Saving Throw (TN 10 + ½ the mummy's HD + its Charisma modifier) or be Paralyzed with fear for 1d4 rounds. Whether or not the Saving Throw is successful, that creature cannot be affected again by that mummy's despair ability for 24 hours. Mummy is immune to the effects of this ability by other mummies. This ability may be activated or deactivated as the GM so desires.

Fire Vulnerability A mummy takes double damage from fire-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it.

Mummy Rot A mummy's touch carries a horrible rotting disease (Fortitude Saving Throw [TN20] negates; incubation period 1 day; 1d6 temporary Constitution damage). The GM may allow characters to create medicine to treat the disease using the Craft (Pharmaceutical) skill. The only other way to halt the disease's advance is to amputate whatever appendage the mummy touched (usually a hand, arm, leg, or foot). Amputating a limb deals 1d4+2 Core Hit Points damage, although a successful Treat Injury check [TN25] reduces the temporary Constitution damage to 2 points. An afflicted creature that dies of mummy rot shrivels away and turns to dust.

Weakpoint As part of a typical mummification, most of the organs are removed, with the exception of the heart. Despite being of the Undead type, mummies are susceptible to Critical Strikes, but only if the attack hits the torso and the result of the attack roll with the Critical Strike exceeds the mummy's Defense score by 8 or more.

Undead Mummies have the traits and immunities common to undead.

Bonus Feat Mummies receive the bonus feat Archaic Weapons Proficiency (GM's choice).

Mummy (Medium Undead)

BV 26 **HD** 6d12+4 **CHP** 20 **XHP** 43 **CP** 12

STR	DEX	CON
17	8	—
INT	WIS	CHA
6	14	15

Structure Biped (Humanoid)
Initiative –1
Defense 12 (–1 DEX, +3 Natural)
Touch 9 | Flat-Footed 12
BAB +3
Grapple +6

Attack(s)

Slam (Melee)
2 CP +6 Light attack, 1d6+1 bludgeoning damage
3 CP +6 Standard attack, 1d6+4 bludgeoning damage, mummy rot
5 CP +6 Heavy attack, 2d6+4 bludgeoning damage, mummy rot
10 CP +6 Full attack, 3d6+8 bludgeoning damage, mummy rot
Khepesh (Melee)
3 CP +6 Light attack, 1d12/15-18 slashing damage
4 CP +6 Standard attack, 1d12+3/15-18 slashing damage
6 CP +6 Heavy attack, 2d12+3/15-18 slashing damage
11 CP +6 Full attack, 3d12+7/15-18 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Despair [TN15], Darkvision 60', Fire Vulnerability, Mummy Rot, Undead, Weakpoint
Saves Fort +2 | Ref +1 | Will +7
Skills
Perception +12
Presence +10 (can only be used to Intimidate or Terrify)
Stealth +9
Feats
Archaic Weapons Proficiency (GM's choice) (Grants proficiency with the chosen class of weaponry.)
Toughness (Creature gains +4 XHP and +2 CHP.)
Organization
Solitary, pair, or group (1d4+3)
Treasure
Determined by GM
Advancement None

Ogre

The dingy ochre yellow skin of this giant is marred with dirt and grime from a lack of hygiene. What these mentally inept and ugly savages lack in intelligence, they more than compensate for with their sheer brutality. Due to their low intelligence and poor organizational ability, they generally present a much lower threat to modestly defended or larger settlements.

Species Traits
For the purposes of Called Shot attacks, an ogre's head and other extremities do not count as being protected by its natural armor. The giant club weapon that ogres use is considered to be a Huge size weapon and a Simple weapon for the purposes of feats and proficiency. The giant club weighs 12 lbs. Ogres can use the weapon one-handed (they tend to us it two-handed), but incur a –2 penalty on all attack rolls and can only add half of its Strength score modifier to damage rolls with the weapon when using it in such a manner. Ogres are incapable of using weapons designed for Medium or smaller creatures (except for ranged thrown weapons). Ogres do not gain the bonus feat Archaic Weapons Proficiency that creatures of the Giant type normally receive for free.

Automatic Language Ogres speak (but neither read nor write) one language of the GM's choice.

Keen Sight Ogres have Darkvision with a range of 60 feet and Low-Light Vision.

Bonus Feats An ogre gains the bonus feat Simple Weapon Specialist (Any).

Ogre (Large Giant)

BV 18 **HD** 4d8+12 **CHP** 21 **XHP** 30 **CP** 14

STR	DEX	CON
21	8	14
INT	WIS	CHA
6	10	7

Structure Biped (Humanoid)
Initiative –1
Defense 11 (–1 DEX –1 Size, +3 Natural)
Touch 8 | Flat-Footed 11
BAB +3
Grapple +12

Attack(s)

Slam (Melee)
3 CP +7 Light attack, 1d6+2 bludgeoning damage
4 CP +7 Standard attack, 1d6+5 bludgeoning damage
6 CP +7 Heavy attack, 2d6+5 bludgeoning damage
11 CP +7 Full attack, 3d6+9 bludgeoning damage
Giant Club (Melee)
3 CP +7 Light attack, 2d8+4 bludgeoning damage
4 CP +7 Standard attack, 2d8+7 bludgeoning damage
6 CP +7 Heavy attack, 3d8+7 bludgeoning damage
11 CP +7 Full attack, 4d8+11 bludgeoning damage
Throwing Spear (improvised weapon) (Ranged)
30ft, 20% of breakage when using this weapon to attack
5 CP –1 Throw attack, 2d6+5 piercing damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Keen Sight
Saves Fort +6 | Ref +0 | Will +1
Skills
Athletics +7
Perception +2
Presence +1
Feats
Simple Weapon Specialist (Giant Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Toughness (Creature gains +4 XHP and +2 CHP.)
Organization
Solitary, pair, gang (1d2+2), or band (1d4+4 plus 1 leader of 6-7 HD)
Treasure
Tattered clothes, Giant Club, 2 Throwing Spears
Advancement
By Character Level

Owl

This bird's feathers give it an almost fluffy appearance that would visually suggest that it weighs more than it actually does. As nocturnal predators, these raptors of the night have adapted rather well to the dark, barely making noise while in flight.

Species Traits
These statistics can describe multiple species of owls. An owl can only move a maximum of 10 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Low-Light Vision Owls can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses Owls receive a +14 species bonus on Stealth checks. They receive a +8 species bonus on sight-based Perception checks in dusk and darkness.

Bonus Feat Owls gain the bonus feat Weapon Expertise (Talons).

Owl (Small Animal)

BV 2 **HD** ½ d8 **CHP** 2 **XHP** 2 **CP** 10

STR	DEX	CON
6	17	10
INT	WIS	CHA
2	14	4

Structure Biped (Avian)
Initiative +3
Defense 14 (+3 DEX, +1 Size)
Touch 14 | Flat-Footed 11
BAB +0
Grapple –6

Attack(s)

Bite (Melee)
2 CP –1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP –1 Standard attack, 1 piercing damage (no effect against armor)
5 CP –1 Heavy attack, 2d3 piercing damage
Talons (Melee)
1 CP +1 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
2 CP +1 Standard attack, 1 slashing damage (no effect against armor)
4 CP +1 Heavy attack, 2d3 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Fly (1 CP per 10ft) (Good)
Saves Fort +2 | Ref +5 | Will +2
Skills
Acrobatics +3
Perception +4 (+12 in darkness)
Stealth +21
Feats
Weapon Expertise (Talons) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary
Treasure
2d6 feathers
Advancement
1 HD (Small)

Phoenix

In the distance in front of you, a fireball seemingly wills itself into existence. A shrill cry like that of a mighty bird of prey makes itself known. Overhead you see a gigantic falcon of oranges, reds, and yellows, as if made of pure fire! It makes another pass above, landing impossibly softly before you. "Good day, mortal. Do you come seeking my amazing wisdom?"

Species Traits
For the purposes of Called Shot attacks, a phoenix's head and other extremities count as being protected by its natural armor. Phoenixes can only move a maximum of 40 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther. For the purposes of damage, a phoenix adds 1.5x its STR modifier to attacks with its talons.

Automatic Language A phoenix can read and speak (but not write) one language of the GM's choice.

Breath Weapon Once every 1d8 rounds, for 7 Combat Points, a phoenix can breathe a 30-foot cone, or a 40-foot long by 5 feet wide, line of 3d8+2 (increasing to 6d8+4 at Colossal size) fire damage. The Reflex Saving Throw TN is (10 + ½ the phoenix's HD + its Constitution modifier).

Damage Reduction 15/All A phoenix ignores the first 15 points of damage dealt by any weapon.

Darkvision A phoenix can see in the dark up to 180 feet. Darkvision is black and white only, but it is otherwise like normal sight, and a phoenix can function with no light at all.

Fast Healing 15 A phoenix heals 15 points of damage each round. If reduced to 0 Core Hit Points or lower, it collapses, apparently dead (its flames extinguished) but it is actually still healing itself at this rate every round until its Core Hit Points rise to at least 1 Core Hit Point. This ability ceases to function and the phoenix "dies" if it is reduced to its negative Constitution score in Core Hit Points (i.e. –20 CHP).

Fire Blast Once every 1d10+2 rounds, for 10 Combat Points, a phoenix can unleash a fiery blast in a 30-foot-radius out from the edges of the fighting space that it currently occupies (also affecting creatures within that fighting space). This inflicts 3d6+4 fire damage and instantly causes a creature to catch on fire. All creatures and within the radius must make a successful Reflex Saving Throw (TN 10 + ½ the phoenix's HD + its Charisma modifier) for half damage and to avoid catching on fire.

Fire Resistance 80 A phoenix ignores the first 80 points of fire damage from fire-based attacks or effects and cannot catch on fire.

Rise From Ashes Phoenixes possess the amazing ability to resurrect themselves from death! This ability can be activated at will after the phoenix has died, reviving it instantly and restoring it to full health (both CHP and XHP). Upon doing so the phoenix is unable to take any actions for 1d4 rounds while it recomposes its mental state. If a phoenix resurrects more than once within a certain amount of time (usually one year, but the amount of time is decided upon by the GM) roll a d%. A result of 1-90 allows the phoenix to resurrect, but for every time it must resurrect itself before the required amount of time has elapsed, the likelihood of it resurrecting decreases by 20% (i.e. 1-70 after the first time) to a minimum of 1%. If the proper roll is not achieved, the phoenix dies and cannot resurrect itself. The phoenix's body must also be intact for this ability to function properly. If the attack or effect that killed the phoenix would not reasonably leave enough of its form intact to properly "exist" then it cannot be resurrected... for even with all of its great power a phoenix cannot recreate itself ex nihilo.

Scent This ability allows a phoenix to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus A phoenix gains a +12 bonus on Stealth checks if it is hiding inside of, or near a large fire such as a forest fire.

Phoenix (Gargantuan Mystical Beast)

BV 135 **HD** 20d10+100 **CHP** 65 **XHP** 210 **CP** 15

STR	DEX	CON
30	24	20
INT	WIS	CHA
15	20	18

Structure Biped (Avian)
Initiative +7
Defense 21 (+7 DEX, –4 Size, +8 Natural)
Touch 13 | Flat-Footed 14
BAB +20
Grapple +42

Attack(s)

Bite (Melee)
4 CP +26 Light attack, 4d6+7 piercing damage
5 CP +26 Standard attack, 4d6+10 piercing damage
7 CP +26 Heavy attack, 5d6+10 piercing damage
12 CP +26 Heavy attack, 6d6+14 piercing damage
Talons (Melee)
3 CP +24 Light attack, 2d6+12 slashing damage
4 CP +24 Standard attack, 2d6+15 slashing damage
6 CP +24 Heavy attack, 3d6+15 slashing damage
11 CP +24 Full attack, 4d6+19 slashing damage
Wing Slap (Melee)
4 CP +22 Light attack, 1d8+7 bludgeoning damage
5 CP +22 Standard attack, 1d8+10 bludgeoning damage
7 CP +22 Heavy attack, 2d8+10 bludgeoning damage
12 CP +22 Full attack, 3d8+14 bludgeoning damage

Reach 15'
Fighting Space 20' by 20'
Special Qualities
Breath Weapon 3d8+2 [TN25], Damage Reduction (15/All), Darkvision 180', Fast Healing 15, Fire Blast 3d6+4 [TN24], Fire Resistance 80, Rise From Ashes, Scent, Fly (1 CP per 30ft) (Good)
Saves Fort +17 | Ref +23 | Will +15
Skills
Acrobatics +20
Athletics +20
Linguistics (any four of the GM's choice) +4
Perception +20 (+28 for scent-based checks)
Presence +12 (can only be used to Intimidate or Terrify)
Stealth +4 (+16 when hiding amongst a large fire)
Feats
Focused Saving Throw (Will)
Focused Saving Throw (Reflex)
Weapon Expertise (Talons) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Skill Focus (Presence)
Skill Focus (Perception)
Skill Focus (Acrobatics)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Organization
Solitary
Treasure
4d12 Phoenix feathers
Advancement
21-22 HD (Gargantuan)
23-30 HD (Colossal)

Pterosaur, Dimorphodon

A smaller, bird-like reptilian, this creature has a number of mean little teeth in its mouth. It tends to stay in groups of its own for safety.

Species Traits
A dimorphodon can only move a maximum of 10 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Low-Light Vision Dimorphodons can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Poison A dimorphodon injects venom with a successful bite attack that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or take 1d2 points of temporary Strength damage; a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate the venom's secondary damage (same as the initial damage). The Saving Throw TN is equal to (10 + ½ the dimorphodon's Hit Dice + the its Constitution modifier). A dimorphodon is immune to its own venom and the venom of other dimorphodons.

Scent This ability allows a dimorphodon to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feats Dimorphodons receive the bonus feat Weapon Expertise (Bite).

Skill Bonuses Dimorphodons receive a receive a +4 species bonus on Acrobatics checks (included in profile). In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Dimorphodon (Small Animal)

BV 5 **HD** ½ d8+1 **CHP** 3 **XHP** 3 **CP** 6

STR	DEX	CON
6	17	12
INT	WIS	CHA
2	12	6

Structure Special (Quadrupedal, with the two forward limbs acting as wings)
Initiative +3
Defense 14 (+3 DEX, +1 Size)
Touch 14 | Flat-Footed 11
BAB +0
Grapple –6

Attack(s)

Bite (Melee)
1 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +1 Standard attack, 1d4–2 piercing damage, poison
4 CP +1 Heavy attack, 2d4 piercing damage, poison

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Poison [TN11], Scent, Fly (1 CP per 10ft) (Good)
Saves Fort +3 | Ref +5 | Will +1
Skills
Acrobatics +8
Perception +6 (+14 for scent-based checks)
Stealth +8 (+12 in tall grass or undergrowth to avoid being seen)
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary or flock (1d8+2)
Treasure
2d6 teeth
Advancement
1-3 HD (Small)

Pterosaur, Pteranodon

Commonly referred to by the incorrect name of "pterodactyl", these large reptilians possess webbing on their arm-like appendages that allows them to fly. A notable physical feature is the crest that runs length-wise across the top of their heads.

Species Traits
A pteranodon can only move a maximum of 20 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Low-Light Vision Pteranodons can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a Pteranodon to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus Pteranodons receive a +4 species bonus on Perception checks (included in profile).

Pteranodon (Large Animal)

BV 9 **HD** 5d8+10 **CHP** 17 **XHP** 32 **CP** 13

STR	DEX	CON
14	19	15
INT	WIS	CHA
2	12	10

Structure Special (Quadrupedal, with the two forward limbs acting as wings)
Initiative +4
Defense 13 (+4 DEX, –1 Size)
Touch 13 | Flat-Footed 9
BAB +3
Grapple +9

Attack(s)

Bite (Melee)
3 CP +4 Light attack, 1d8–1 piercing damage
4 CP +4 Standard attack, 1d8+2 piercing damage
6 CP +4 Heavy attack, 2d8+2 piercing damage
11 CP +4 Full attack, 3d8+6 piercing damage
Claws (Melee)
3 CP +0 Light attack, 1d6–2 slashing damage
4 CP +0 Standard attack, 1d6+1 slashing damage
6 CP +0 Heavy attack, 2d6+1 slashing damage
11 CP +0 Full attack, 3d6+5 slashing damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Low-Light Vision, Scent, Fly (1 CP per 20ft) (Poor)
Saves Fort +6 | Ref +8 | Will +2
Skills
Acrobatics +8
Athletics +6
Perception +4 (+12 for scent-based checks)
Feats None
Organization
Solitary, pair, or flock (1d8+2)
Treasure
1d10 teeth
Advancement
6-8 HD (Large)
9-10 HD (Huge)

Pterosaur, Quetzalcoatlus

As you see this giant pterosaur fly overhead, you wonder how such a large and clumsy creature ever could be capable of such. It looks to be more of a bird than any reptile; its elongated snout more a bird's beak than anything. Short, hair-like feathers cover most of its body but surprisingly, not its wings. This creature, if attacked, prefers retreat instead of fighting.

Species Traits
For the purposes of Called Shot attacks, a quetzalcoatlus' head and other extremities count as being protected by its natural armor. A quetzalcoatlus can only move a maximum of 20 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Low-Light Vision Quetzalcoatluses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a quetzalcoatlus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Quetzalcoatlus (Huge Animal)

BV 17 **HD** 11d8+33 **CHP** 36 **XHP** 82 **CP** 12

STR	DEX	CON
10	9	17
INT	WIS	CHA
2	14	10

Structure Special (Quadrupedal, with the two forward limbs acting as wings)
Initiative –1
Defense 9 (–1 DEX, –2 Size, +2 Natural)
Touch 7 | Flat-Footed 9
BAB +8
Grapple +16

Attack(s)

Bite (Melee)
3 CP +6 Light attack, 2d6–3 piercing damage
4 CP +6 Standard attack, 2d6 piercing damage
6 CP +6 Heavy attack, 3d6 piercing damage
11 CP +6 Full attack, 4d6+4 piercing damage

Reach 10'
Fighting Space 15' by 15'
Special Qualities
Low-Light Vision, Scent, Fly (1 CP per 10ft) (Clumsy)
Saves Fort +10 | Ref +8 | Will +5
Skills
Acrobatics +4
Athletics +5
Perception +10 (+18 for scent-based checks)
Feats None
Organization
Solitary or pair
Treasure
2d10 teeth
Advancement
12-15 HD (Huge)
16-20 HD (Gargantuan)

Rat

Commonly viewed with disdain as pests and bringers of disease, these little short-haired rodents are rather well-versed at surviving in a number of environments.

Species Traits
Rats use their Dexterity modifier for Athletics checks.

Low-Light Vision Rats can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a rat to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses Rats receive a +8 species bonus on Acrobatics checks and a +4 species bonus on Stealth checks.

Bonus Feat Rats gain the bonus feat Weapon Expertise (Bite).

Rat (Tiny Animal)

BV 1/8 **HD** ¼ d8 **CHP** 1 **XHP** 2 **CP** 6

STR	DEX	CON
2	15	10
INT	WIS	CHA
2	12	2

Structure Quadruped
Initiative +2
Defense 14 (+2 DEX, +2 Size)
Touch 14 | Flat-Footed 12
BAB +0
Grapple –12

Attack(s)

Bite (Melee)
1 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +0 Standard attack, 1 piercing damage (no effect against armor)
4 CP +0 Heavy attack, 2d2 piercing damage

Reach 0'

Fighting Space 2½' by 2½'
Special Qualities
Low-Light Vision, Scent
Saves Fort +2 | Ref +4 | Will +1
Skills
Acrobatics +4
Athletics +4
Perception +4 (+12 for scent-based checks)
Stealth +12
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary or swarm (10d10)
Treasure
1d2 gold coins
Advancement None

Raven

Matte black feathers cover the body of this bird. Despite less than flattering superstitions about these birds, they display an amazing level of intelligence for an animal, and sometimes even act in friendly ways toward humanoids.

Species Traits
A raven can only move a maximum of 10 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Bonus Feat Ravens gain the bonus feat Weapon Expertise (Claws).

Raven (Tiny Animal)

BV 1/8 **HD** ¼ d8 **CHP** 1 **XHP** 2 **CP** 8

STR	DEX	CON
1	15	10
INT	WIS	CHA
2	14	6

Structure Biped (Avian)
Initiative +2
Defense 14 (+2 DEX, +2 Size)
Touch 14 | Flat-Footed 12
BAB +0
Grapple –13

Attack(s)

Claws (Melee)
1 CP –1 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
2 CP –1 Standard attack, 1 slashing damage (no effect against armor)
4 CP –1 Heavy attack, 1d2 slashing damage

Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Fly (1 CP per 10ft) (Good)
Saves Fort +2 | Ref +4 | Will +2
Skills
Perception +6
Feats
Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary or flock (3d4)
Treasure
1d3 feathers
Advancement None

Sewer Sludge

Shapeless blobs of disgusting, stinking effluvia and waste aimlessly roam some sewers. As to how exactly these filthy creatures came to exist is unknown. Some researchers believe that these creatures were once merely gray oozes that absorbed the abundant amount waste products while living in sewers.

Species Traits

Blindsight A sewer sludge is blind but can ascertain all creatures and objects within 30 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the sewer sludge's use of this ability.

Camouflage A motionless sewer sludge looks like nothing more than a pile of rotting garbage or waste. A successful Perception check [TN15] is required to recognize it as a creature.

Constrict A sewer sludge deals bludgeoning damage with a successful grapple check against a target at least one size category smaller than itself.

Disease The touch of a sewer sludge carries typhoid bacillus (Fortitude Saving Throw [TN13] negates; incubation period 1d3 weeks; initial 1d4 temporary Constitution damage; secondary 1d4 temporary Constitution damage). Creatures wearing protective clothing that could reasonably create a sealed environment (i.e. a Crash Rescue Suit, Lightsuit, Standard Spacesuit, Marine Spacesuit, etc.) are immune contacting the disease via contact with the sewer sludge so long as the clothing or equipment maintains its seal and the creature's body is adequately covered.

Electrical Immunity A sewer sludge is immune to electricity damage.

Improved Grab To use this ability, the sewer sludge must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can constrict in the same round.

Ooze A sewer sludge has the traits and immunities common to oozes.

Stench A creature within 10 feet of a sewer sludge must make a successful Fortitude Saving Throw (TN10 + ½ the sludge's Hit Dice + its Constitution modifier) or be Nauseated. The nausea persists for as long as the creature remains within 10 feet of the sewer sludge. A creature that leaves and reenters the area must make another Saving Throw. This ability does not affect creatures that cannot smell or otherwise have adequate protection against odors.

Sewer Sludge (Medium Ooze)

BV 12 **HD** 4d10+14 **CHP** 13 **XHP** 36 **CP** 10

STR	DEX	CON
13	10	12
INT	WIS	CHA
—	10	2

Structure Amorphous (Blob)
Initiative +0
Defense 10
Touch 10 | Flat-Footed 10
BAB +3
Grapple +4

Attack(s)

Slam (Melee)
1 CP +6 Light attack, 1d6–2 bludgeoning (no effect against armor)
2 CP +6 Standard attack, 1d6+1 bludgeoning, disease
4 CP +6 Heavy attack, 2d6+1 bludgeoning, disease
9 CP +6 Full attack, 3d6+5 bludgeoning, disease

Reach 5'

Fighting Space 5' by 5'
Special Qualities
Blindsight 30', Camouflage, Constrict 1d6+1, Disease [TN13], Immune to electricity damage, Improved Grab, Ooze, Stench [TN13]
Saves Fort+2 | Ref +1 | Will +1
Skills
Athletics +4
Perception +7
Stealth +7
Feats
Weapon Expertise (Slam) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary
Treasure None
Advancement None

Skeletons, Humanoid

The long and forgotten remains of these unfortunate individuals have been reanimated in the service of some nefarious scheme. They are more difficult opponents than they would first appear, as a lack of flesh gives their foes less to attack.

Species Traits
For the purposes of Called Shot attacks, a skeleton's head does not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply).

Skeleton Immunities A skeleton has cold and electric immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, ballistic piercing, piercing, plasma, slashing, or bludgeoning damage caused specifically by unarmed strike weapons.

Undead A skeleton has the traits and immunities common to undead.

Skeleton, Dwarven (Woodsman)

Dwarven Skeleton (Medium Undead)

BV 8 **HD** 3d12 **CHP** 9 **XHP** 19 **CP** 10

STR	DEX	CON
12	10	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +3
Defense 12 (+2 Natural)
Touch 10 | Flat-Footed 12
BAB +1
Grapple +2

Attack(s)

Bite (Melee)
2 CP +2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +2 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP +2 Heavy attack, 2d2 piercing damage
Claws (Melee)
2 CP +2 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP +2 Standard attack, 1d4+1 slashing damage (no effect against armor)
5 CP +2 Heavy attack, 2d4+1 slashing damage
Broad Axe (Melee)
3 CP +2 Light attack, 1d8/15-18 slashing damage
4 CP +2 Standard attack, 1d8+3/15-18 slashing damage
6 CP +2 Heavy attack, 2d8+3/15-18 slashing damage
10 CP +2 Full attack, 3d8+7/15-18 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Skeleton Immunities, Undead
Saves Fort +1 | Ref +1 | Will +3
Skills None
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Varies
Treasure
Tattered clothes, Broad Axe
Advancement None

Skeleton, Dwarven

Dwarven Skeleton (Medium Undead)

BV 10 **HD** 3d12 **CHP** 9 **XHP** 19 **CP** 10

STR	DEX	CON
12	10	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +3
Defense 12 (+2 Natural)
Touch 10 | Flat-Footed 12
BAB +1
Grapple +2

Attack(s)

Bite (Melee)
2 CP +2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +2 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP +2 Heavy attack, 2d2 piercing damage
Claws (Melee)
2 CP +2 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP +2 Standard attack, 1d4+1 slashing damage (no effect against armor)
5 CP +2 Heavy attack, 2d4+1 slashing damage
Tool Hammer (Melee)
2 CP +2 Light attack, 2d4–2 bludgeoning damage
3 CP +2 Standard attack, 2d4+1 bludgeoning damage
5 CP +2 Heavy attack, 3d4+1 bludgeoning damage
10 CP +2 Full attack, 4d4+5 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Skeleton Immunities, Undead
Saves Fort +1 | Ref +1 | Will +3
Skills None
Feats
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Varies
Treasure
Tattered clothes, Tool Hammer
Advancement None

Skeleton, Elven (Bowman)

Elven Skeleton (Medium Undead)

BV 9 **HD** 1d12 **CHP** 3 **XHP** 6 **CP** 12

STR	DEX	CON
10	14	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +5
Defense 14 (+2 DEX, +2 Natural)
Touch 12 | Flat-Footed 12
BAB +0
Grapple +0

Attack(s)

Bite (Melee)
2 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +0 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP +0 Heavy attack, 2d2 piercing damage
Claws (Melee)
2 CP +0 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP +0 Standard attack, 1d4 slashing damage (no effect against armor)
5 CP +0 Heavy attack, 2d4 slashing damage
Medium Recurve Bow (Ranged)
30ft, 1r
5 CP +2 Light Pull attack, 1d4+2 piercing damage (Range increment reduced by 5ft)
6 CP +2 Medium Pull attack, 2d4+2 piercing damage
7 CP +2 Heavy Pull attack, 3d4+2 piercing damage (Range increment increased by 10ft)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Skeleton Immunities, Undead
Saves Fort +0 | Ref +2 | Will +2
Skills None
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Varies
Treasure
Tattered clothes, Medium Recurve Bow, Quiver, 10 Fieldpoint Arrows
Advancement None

Skeleton, Elven (Swordsman)

Elven Skeleton (Medium Undead)

BV 8 **HD** 2d12 **CHP** 6 **XHP** 13 **CP** 12

STR	DEX	CON
10	14	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +5
Defense 14 (+2 DEX, +2 Natural)
Touch 12 | Flat-Footed 12
BAB +1
Grapple +1

Attack(s)

Bite (Melee)
2 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP +1 Heavy attack, 2d2 piercing damage
Claws (Melee)
2 CP +1 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d4 slashing damage (no effect against armor)
5 CP +1 Heavy attack, 2d4 slashing damage
Shortsword (Melee)
3 CP +1 Light attack, 2d3–1/15-18 piercing damage
4 CP +1 Standard attack, 2d3+1/15-18 piercing damage
6 CP +1 Heavy attack, 3d3+1/15-18 piercing damage
11 CP +1 Full attack, 4d3+5/15-18 piercing damage
Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +1 Light attack, 1d3–3 bludgeoning damage
3 CP +1 Standard attack, 1d3 bludgeoning damage
5 CP +1 Heavy attack, 2d3 bludgeoning damage
10 CP +1 Full attack, 3d3+4 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Skeleton Immunities, Undead
Saves Fort +0 | Ref +2 | Will +3
Skills None
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Varies
Treasure
Tattered clothes, Shortsword, Light Wood Shield, tattered Tactical Sheath
Advancement None

Skeleton, Human (Bowman)

Human Skeleton (Medium Undead)

BV 10 **HD** 2d12 **CHP** 6 **XHP** 13 **CP** 11

STR	DEX	CON
10	12	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +4
Defense 13 (+1 DEX, +2 Natural)
Touch 11 | Flat-Footed 12
BAB +1
Grapple +1

Attack(s)

Bite (Melee)
2 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP +1 Heavy attack, 2d2 piercing damage
Claws (Melee)
2 CP +1 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d4+1 slashing damage (no effect against armor)
5 CP +1 Heavy attack, 2d4+1 slashing damage
Medium Recurve Bow (Ranged)
30ft, 1r
5 CP +2 Light Pull attack, 1d4+2 piercing damage (Range increment reduced by 5ft)
6 CP +2 Medium Pull attack, 2d4+2 piercing damage
7 CP +2 Heavy Pull attack, 3d4+2 piercing damage (Range increment increased by 10ft)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Skeleton Immunities, Undead
Saves Fort +0 | Ref +1 | Will +3
Skills None
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Varies
Treasure
Tattered clothes, Medium Recurve Bow, Quiver, 10 Fieldpoint Arrows
Advancement None

Skeleton, Human

Human Skeleton (Medium Undead)

BV 8 **HD** 2d12 **CHP** 6 **XHP** 13 **CP** 11

STR	DEX	CON
10	12	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +4
Defense 13 (+1 DEX, +2 Natural)
Touch 11 | Flat-Footed 12
BAB +1
Grapple +1

Attack(s)

Bite (Melee)
2 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP +1 Heavy attack, 2d2 piercing damage
Claws (Melee)
2 CP +1 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d4 slashing damage (no effect against armor)
5 CP +1 Heavy attack, 2d4 slashing damage
Medium Club (Melee)
3 CP +1 Light attack, 1d8–3 bludgeoning damage
4 CP +1 Standard attack, 1d8 bludgeoning damage
6 CP +1 Heavy attack, 1d8 bludgeoning damage
11 CP +1 Full attack, 1d8+4 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Skeleton Immunities, Undead
Saves Fort +0 | Ref +1 | Will +3
Skills None
Feats
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Varies
Treasure
Tattered clothes, Medium Club
Advancement None

Skeleton, Human (Swordsman)

Human Skeleton (Medium Undead)

BV 8 **HD** 2d12 **CHP** 6 **XHP** 13 **CP** 11

STR	DEX	CON
10	12	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +4
Defense 13 (+1 DEX, +2 Natural)
Touch 11 | Flat-Footed 12
BAB +1
Grapple +1

Attack(s)

Bite (Melee)
2 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d2 piercing damage (no effect against armor)
5 CP +1 Heavy attack, 2d2 piercing damage
Claws (Melee)
2 CP +1 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d4 slashing damage (no effect against armor)
5 CP +1 Heavy attack, 2d4 slashing damage
Longsword (Melee)
3 CP +1 Light attack, 1d8–3/14-18 piercing or slashing damage
4 CP +1 Standard attack, 1d8/14-18 piercing or slashing damage
6 CP +1 Heavy attack, 2d8/14-18 piercing or slashing damage
11 CP +1 Full attack, 3d8+4/14-18 piercing or slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Skeleton Immunities, Undead
Saves Fort +0 | Ref +1 | Will +3
Skills None
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Organization
Varies
Treasure
Tattered clothes, Longsword, tattered Tactical Sheath
Advancement None

Snakes

These well-known reptiles, despite all having the same basic shape, are varied in their features.

Species Traits
For the purposes of Called Shot attacks, a snake's head does not count as being protected by its natural armor.

Constrict With a successful grapple check against a creature of its size or smaller, a constrictor snake deals bludgeoning damage equal to its bite damage.

Improved Grab Only constrictor snakes have this ability. To use this ability, a constrictor snake must hit with its bite attack. If it gets a hold, it can constrict (see above).

Poison A viper injects venom with a successful bite attack that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or take 1d6 points of temporary Constitution damage; a second Fortitude Saving Throw must be made 1 minute later to negate the venom's secondary damage (same as the initial damage). The Saving Throw TN is equal to (10 + ½ the snake's Hit Dice + its Constitution modifier).

Scent This ability allows a snake to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat Vipers gain the bonus feat Weapon Expertise (Bite).

Skill Bonuses Snakes receive a +8 species bonus on Acrobatics checks and a +4 species bonus on Perception and Stealth checks (included in profile). Snakes apply either their Strength or Dexterity modifier, whichever is higher, to Athletics checks.

Boa Constrictor (Medium Animal)

BV 9 **HD** 3d8+3 **CHP** 10 **XHP** 16 **CP** 10

STR	DEX	CON
14	17	13
INT	WIS	CHA
1	12	7

Structure Snake/Worm-like (possesses a head)
Initiative +3
Defense 13 (+3 DEX)
Touch 13 | Flat-Footed 10
BAB +2
Grapple +4

Attack(s)

Bite (Melee)
2 CP +4 Light attack, 1d6–2 piercing damage (no effect against armor)
3 CP +4 Standard attack, 1d6+1 piercing damage
5 CP +4 Heavy attack, 2d6+1 piercing damage
10 CP +4 Full attack, 3d6+5 piercing damage

Reach 5'

Fighting Space 5' by 5' (coiled), 5' by 10' (unfurled)
Special Qualities
Constrict 1d6+2, Improved Grab, Low-Light Vision, Scent, Climb (1 CP per 5ft)
Saves Fort +4 | Ref +6 | Will +2
Skills
Acrobatics +8
Athletics +6 (+14 for climbing checks)
Perception +8 (+16 for scent-based checks)
Stealth +7
Feats None
Organization
Solitary, pair, or nest (1d6+2)
Treasure
Snake skin
Advancement
4-8 HD (Large)
9-16 HD (Huge)
17-18 HD (Gargantuan)

Viper (Tiny Animal)

BV 4 **HD** ¼ d8 **CHP** 1 **XHP** 1 **CP** 10

STR	DEX	CON
3	17	11
INT	WIS	CHA
1	12	2

Structure Snake/Worm-like (possesses a head)
Initiative +3
Defense 15 (+3 DEX, +2 Size)
Touch 15 | Flat-Footed 12
BAB +0
Grapple –12

Attack(s)

Bite (Melee)
1 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +0 Standard attack, 1 piercing damage, poison (no effect against armor)
4 CP +0 Heavy attack, 1 piercing damage, poison
9 CP +0 Full attack, 1d3 piercing damage, poison

Reach 5'
Fighting Space 2½' by 2½' (coiled), 5' by 5' (unfurled)

Special Qualities
Low-Light Vision, Poison [TN11], Scent, Climb (1 CP per 5ft)
Saves Fort +2 | Ref +5 | Will +1
Skills
Acrobatics +8
Athletics +4 (+12 for climbing checks)
Perception +8 (+16 for scent-based checks)
Stealth +16
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary or nest (1d6+2)
Treasure
Snake skin
Advancement
½-1 HD (Small)
2-7 HD (Medium)
8-10 HD (Large)
11-16 HD (Huge)

Tiger

A large reddish orange feline with signature black stripes, stalks its hunting grounds with a practiced sense of ability. These felines are, along with lions, some of the most well-known of the big cat families.

Species Traits
For the purposes of Called Shot attacks, a tiger's head and other extremities do not count as being protected by its natural armor. For the purposes of damage, a tiger adds 1.5x its STR modifier to attacks with its claws.

Improved Grab To use this ability, a tiger must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Low-Light Vision Tigers can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Trip A tiger that hits with its bite or claw attacks can attempt to Trip the opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the tiger. If the Trip attempt is successful, the tiger may Pin its foe without needing to make a Grapple check.

Scent This ability allows a tiger to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonuses Tigers receive a +4 species bonus on Acrobatics and Stealth checks. In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Tiger (Large Animal)

BV 19 **HD** 6d8+18 **CHP** 19 **XHP** 45 **CP** 14

STR	DEX	CON
23	14	17
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +2
Defense 12 (+2 DEX, –1 Size, +1 Natural)
Touch 11 | Flat-Footed 10
BAB +4
Grapple +14

Attack(s)

Bite (Melee)
3 CP +5 Light attack, 1d8 piercing damage
4 CP +5 Standard attack, 1d8+3 piercing damage
6 CP +5 Heavy attack, 2d8+3 piercing damage
11 CP +5 Full attack, 3d8+7 piercing damage
Claws (Melee)
3 CP +9 Light attack, 1d6+3 slashing damage
4 CP +9 Standard attack, 1d6+6 slashing damage
6 CP +9 Heavy attack, 2d6+6 slashing damage
11 CP +9 Full attack, 3d6+10 slashing damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Improved Grab, Low-Light Vision, Scent, Trip, Run (1 CP per 15ft)
Saves Fort +8 | Ref +7 | Will +3
Skills
Acrobatics +6
Athletics +10
Perception +6 (+14 for scent-based checks)
Stealth +6 (+10 in tall grass or undergrowth to avoid being seen)
Feats None
Organization
Solitary or pair
Treasure
Tiger pelt, 4d6 teeth
Advancement
7-10 HD (Large)

Thunderbird

As this mythical beast descends from the sky, a swirl of darkened clouds and lightning bolts follow in its wake. The feathers that cover its body are an electric yellow, its beak is elongated and tapering like a graceful waterfowl, and its feet and legs are crane-like in appearance. Overall, it appears to be a strange mix of hawk and heron. "Oh great! Another one of you? Come here seeking wisdom? I am not the talkative type. Did you try my cousin, the Phoenix? He loves to talk for hours about how brilliant and wise he is."

Species Traits
For the purposes of Called Shot attacks, a thunderbird's head and other extremities count as being protected by its natural armor. A thunderbird can only move a maximum of 40 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Automatic Language A thunderbird can read and speak (but not write) one language of the GM's choice.

Breath Weapon Once every 1d8 rounds, for 7 Combat Points, a thunderbird can breathe a 30-foot cone of 3d8+2 (increasing to 6d8+2 at Colossal size) electricity damage. All creatures within the affected area can make a Reflex Saving Throw for half damage (TN is 10 + ½ the thunderbird's HD + its Constitution modifier). In addition, any affected creatures must make a Fortitude Saving Throw [TN20] or be Paralyzed for 3d4 rounds.

Damage Reduction 14/All A thunderbird ignores the first 14 points of damage dealt by any weapon.

Darkvision A thunderbird can see in the dark up to 180 feet. Darkvision is black and white only, but it is otherwise like normal sight, and a thunderbird can function with no light at all.

Electric Arc Once every 1d6+2 rounds, for 10 Combat Points, a thunderbird can unleash an arc of lightning at a single creature within 30 feet of itself that inflicts 1d8 electricity damage. Once the first creature is hit, the electricity can arc from one creature to another creature within 10 feet, to a maximum of 8 creatures or out to 40 feet away from the first affected creature. All affected creatures must make a successful Fortitude Saving Throw (TN 10 + ½ the thunderbird's HD + its Charisma modifier) or be Paralyzed for 2d6 rounds.

Electricity Resistance 80 A thunderbird ignores the first 80 points of electricity damage from electricity-based attacks or effects.

Scent This ability allows a thunderbird to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Thunderbird (Gargantuan Mystical Beast)

BV 125 **HD** 16d10+96 **CHP** 54 **XHP** 184 **CP** 15

STR	DEX	CON
30	22	22
INT	WIS	CHA
10	17	18

Structure Biped (Avian)
Initiative +6
Defense 20 (+6 DEX, –4 Size, +8 Natural)
Touch 12 | Flat-Footed 14
BAB +16
Grapple +38

Attack(s)

Peck (Melee)
4 CP +22 Light attack, 4d6+7 piercing damage
5 CP +22 Standard attack, 4d6+10 piercing damage
7 CP +22 Heavy attack, 5d6+10 piercing damage
12 CP +22 Full attack, 6d6+14 piercing damage
Talons (Melee)
3 CP +20 Light attack, 2d6+7 slashing damage
4 CP +20 Standard attack, 2d6+10 slashing damage
6 CP +20 Heavy attack, 3d6+10 slashing damage
11 CP +20 Full attack, 4d6+14 slashing damage
Wing Slap (Melee)
4 CP +18 Light attack, 1d8+7 bludgeoning damage
5 CP +18 Standard attack, 1d8+10 bludgeoning damage
7 CP +18 Heavy attack, 2d8+10 bludgeoning damage
12 CP +18 Full attack, 3d8+14 bludgeoning damage

Reach 15'

Fighting Space 20' by 20'
Special Qualities
Breath Weapon 3d8+2 [TN24], Damage Reduction (14/All), Darkvision 180', Electric Arc 1d8 [TN22], Electricity Resistance 80, Scent, Fly (1 CP per 30ft) (Good)
Saves Fort +20 | Ref +16 | Will +12
Skills
Acrobatics +16
Athletics +24
Linguistics (one of the GM's choice) +1
Perception +17 (+25 for scent-based checks)
Presence +12 (can only be used to Intimidate or Terrify)
Stealth –6
Feats
Focused Saving Throw (Fortitude)
Focused Saving Throw (Will)
Weapon Expertise (Talons) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Skill Focus (Presence)
Skill Focus (Perception)
Skill Focus (Athletics)
Organization
Solitary
Treasure
4d12 Thunderbird feathers
Advancement
17-20 HD (Gargantuan)
21-30 HD (Colossal)

Toxic Sludge

Similar to the sewer sludge, researchers think that this gelatinous creature was once a gray ooze or some other kind of slime that absorbed a large amount of toxic chemicals.

Species Traits

Acid A toxic sludge is composed of caustic chemicals that dissolve any substance except stone and metal. A toxic sludge's slam attack deals 1d4 points of acid damage in addition to the normal bludgeoning damage.

Blindsight A toxic sludge is blind but can ascertain all creatures and objects within 40 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the toxic sludge's use of this ability.

Constrict A toxic sludge deals 1d6 (plus its current Strength modifier) points of bludgeoning damage plus 1d4 points of acid damage with a successful grapple check against a target at least the same size category or smaller than itself.

Damage Reduction 20/Bludgeoning A toxic sludge ignores the first 20 points of damage dealt by any bludgeoning weapon.

Expansion A toxic sludge absorbs the bodies of creatures it has killed in battle. This process takes a number of rounds depending on the size of the corpse: Diminutive or smaller 1, Tiny 2, Small 4, Medium-size 8, Large 16, Huge 32, Gargantuan 64, and Colossal 128. The sludge grows by 1 Hit Die for every 16 rounds it spends consuming bodies, to a maximum of 45 Hit Dice.

Immunities Toxic sludges are immune to acid, electricity, and cold damage. If a cold attack deals damage equal to or greater than a toxic sludge's Constitution score, the toxic sludge loses half (rounded down) of its Combat Points for 1d6 rounds.

Improved Grab To use this ability, the toxic sludge must hit an opponent at least one size category smaller than itself with its slam attack. If it gets a hold, it automatically deals slam damage each round that the hold is maintained, and it can constrict in the same round.

Ooze A toxic sludge has the traits and immunities common to oozes.

Toxic Fumes Any creature that comes within 10 feet of a toxic sludge must make a successful Fortitude Saving Throw (TN 10 + ½ the toxic sludge's HD + its Constitution modifier) or take 1d4 points of Strength damage. A new Saving Throw must be made each round a creature that remains within 10 feet of the toxic sludge. Any creature wearing a gas mask or comparable equipment gains a +6 equipment bonus to the Fortitude Saving Throw

against the effects of this ability caused by the fumes. A creature using or otherwise wearing equipment that could reasonably create a sealed environment (i.e. a Crash Rescue Suit, Lightsuit, Standard Spacesuit, Marine Spacesuit, etc.) is immune to the effect of this ability so long as the equipment maintains its air seal. Creatures that do not have to breathe or are also otherwise incapable of being poisoned are immune to the effects of this ability caused by the fumes.

Toxic Sludge (Large Ooze)

BV 30 **HD** 6d10+22 **CHP** 35 **XHP** 55 **CP** 9

STR	DEX	CON
15	6	14
INT	WIS	CHA
—	1	1

Structure Amorphous (Blob)
Initiative –2
Defense 7 (–2 DEX, –1 Size)
Touch 7| Flat-Footed 7
BAB +4
Grapple +10

Attack(s)

Slam (Melee)
3 CP +5 Light attack, 1d8–1 bludgeoning plus 1d4 acid damage
4 CP +5 Standard attack, 1d8+2 bludgeoning plus 1d4 acid damage
6 CP +5 Heavy attack, 2d8+2 bludgeoning plus 1d4 acid damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Acid, Blindsight 40', Constrict 1d6+2, Damage Reduction (Bludgeoning/20) Expansion, Immunities, Improved Grab, Ooze, Toxic Fumes [TN15]
Saves Fort +4 | Ref +0 | Will –3
Skills None
Feats None
Treasure None
Organization
Solitary
Advancement
7-12 HD (Large)
13-18 HD (Huge)
19-31 HD (Gargantuan)
32-45 HD (Colossal)

Troll

Ugly giants of stooped posture and swamp green flesh, these savages tend only to fight and take what they want. Their amazing regenerative capability allows them to survive even the most damaging of wounds, provided that the voracious appetite that drives the ability is satisfied.

Species Traits
For the purposes of Called Shot attacks, an troll's head and other extremities do not count as being protected by its natural armor. Trolls do not gain the bonus feat Archaic Weapons Proficiency that creatures of the Giant type normally receive for free.

Automatic Language Trolls speak (but neither read nor write) one language of the GM's choice.

Darkvision Trolls can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and trolls can function with no light at all.

Regeneration A troll regenerates 8 points of damage each round but cannot regenerate acid or fire damage. This ability also allows a troll to heal bleed damage at a rate of 3 dice of bleed damage per round. If a troll loses a limb or body part (excluding its head if the GM deems that its head would have been sufficiently destroyed by an attack) the lost portion regrows in 3d6 days. A troll can reattach the severed member instantly by holding it to the stump. However, if reduced to twice its negative Constitution score in Core Hit Points (–44 CHP usually) it can no longer regenerate and is killed or, if reduced to –10 Core Hit Points by attacks that inflict the types of damage that ignore its regeneration ability, it is killed as per the normal rules. A troll cannot be killed due to bleed damage unless its current amount of bleed damage dice exceed half of its full Core Hit Point and Extended Hit Point amounts rounded down (i.e. if it has 24 CHP and 63 XHP and has incurred 43 bleed damage dice).

Rend If a troll successfully attacks a creature with its claws, it can choose to latch onto the opponent's body and tear its flesh or material. This attack deals an additional 1d6+3 points of slashing damage to the opponent's Core Hit Points, with Damage Reduction applicable for creatures that have a natural Damage Reduction against slashing damage or are wearing armor that does so and also covers the location on the body this is attacked. The damage inflicted is added separately after the initial claw attack and cannot inflict a Critical Strike even if the successful claw attack did.

Scent This ability allows a troll to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat A troll gains Simple Weapons Specialist as a bonus feat.

Troll (Large Giant)

BV 30 **HD** 6d8+36 **CHP** 24 **XHP** 63 **CP** 12

STR	DEX	CON
23	14	22
INT	WIS	CHA
6	10	6

Structure Biped (Humanoid)
Initiative +2
Defense 14 (+2 DEX, –1 Size, +3 Natural)
Touch 11 | Flat-Footed 12
BAB +4
Grapple +14

Attack(s)

Bite (Melee)
3 CP +5 Light attack, 1d6 piercing damage
4 CP +5 Standard attack, 1d6+3 piercing damage
6 CP +5 Heavy attack, 2d6+3 piercing damage
11 CP +5 Full attack, 3d6+7 piercing damage
Claws (Melee)
3 CP +9 Light attack, 1d6+3 slashing damage
4 CP +9 Standard attack, 1d6+6 slashing damage
6 CP +9 Heavy attack, 2d6+6 slashing damage
11 CP +9 Full attack, 3d6+10 slashing damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Darkvision 90', Regeneration 8 (cannot regenerate acid or fire damage), Rend 1d6+3, Scent
Saves Fort +11 | Ref +4 | Will +6
Skills
Acrobatics +3
Athletics +8
Perception +6 (+14 for scent-based checks)
Feats
Simple Weapons Specialist (one of the GM's choice) (–1 to CP cost when attacking with a simple weapon.)
Skill Focus (Perception)
Focused Saving Throw (Will)
Organization
Solitary, pair, or gang (1d2+2)
Treasure None
Advancement
7-14 HD (Large)

Urban Assault Robot

The reverse jointed design of this robot's legs gives it an almost comical, chicken-like appearance. It would be comical too, if not for the large machine guns that comprise both of its arms.

Species Traits
For the purposes of Called Shot attacks, an urban assault robot's extremities count as being protected by its natural armor. The GM may determine by what means an urban assault robot determines friend from foe in the event that such information becomes necessary. (This is best decided before the start of play.) If an urban assault robot suffers enough damage to one of its extremities (8 points of damage instead of the normal 6) the affected extremity would count as damaged (see pg. 64 of the Core Rulebook for more details). Damages to an urban assault robot's extremities are repairable as per the rules detailed below with one of the automaton's extremities (of the repairer's choice) being repaired when at least one-quarter (¼) of total Core Hit Points are, or would be, restored.

In the event that such information ever becomes necessary, the license required to obtain an urban assault robot is Military & Police (M&P) due to its nature as a heavily armed combat robot. Additionally an urban assault robot costs roughly in the range of 2000 Wealth Points within a society or civilization with an applicable level of technology (at the first generation of the robot's introduction).

Built-In Arm Guns Urban assault robots are manufactured with a pair of arms that are literally machine guns (or perhaps it would be more accurate to say that the arms are built around the machine guns). Due to an urban assault robot being built in this configuration, it has no hands or manipulators to speak of and therefore lacks fine motor function and fails any check involving such use of hands. Due to this it may not initiate Grapple checks but may attempt to resist any Grapple checks made against it.

Each individual machine gun counts as a Huge sized firearm and is subject to all of the normal Combat Point costs and rules regarding the use of a firearm. If one of the arms suffers a total amount of damage of 12 or greater (after applicable Damage Reductions), that arm and its weapon are rendered unusable and that arm can no longer be used until at least 16 points of damage to the urban assault robot has been successfully repaired. The machine guns feed from a magazine within each arm cannon that holds a maximum of 300 rounds of ammunition per arm. The ammunition normally loaded into the machine guns is usually FMJ by default but they can accept any type of .458 SOCOM ammunition. Due to the construction of the unit, the machine gun arms have no Error Range and they are not affected by the Error Range that comes from using alternate forms of ammunition, nor is any recoil penalty incurred for any multi-shot attack. The caliber of ammunition that the machine gun arms use can be changed if the GM desires.

A machine gun arm is a Huge sized firearm that counts as a General Purpose Machine Gun and can only be used by an urban assault robot and is subject to all of the normal Combat Point costs and rules regarding the use of a firearm. An urban assault bot also incurs a –8 penalty on its attack rolls when using this weapon against an opponent adjacent to itself. An urban assault robot is ambidextrous and does not suffer any off-hand use penalties with its built-in arm guns, but is subject to primary hand ranged weapon penalties at half of the normal penalty (i.e. –6 becomes –3) for the purposes of attacking with two firearms at once.

Construct An urban assault robot has the traits and immunities common to constructs.

Damage Reduction 14/Ballistic An urban assault robot ignores the first 14 points of damage dealt by any ballistic weapon.

Damage Reduction 10/Ballistic Piercing, Bludgeoning, Piercing, Slashing An urban assault robot ignores the first 10 points of damage dealt by any ballistic piercing, bludgeoning, piercing, or slashing weapon.

Darkvision Urban assault robots can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and urban assault robots can function with no light at all.

Electrical Vulnerability An urban assault robot takes double damage from electricity-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it. An exception to this rule is stun guns, tasers, taser grenades, and shockwave tasers; they do not have any effect against urban assault robots because the taser darts cannot pierce the robot's armor. If hit by an EMP grenade it must immediately make a Fortitude Saving Throw [TN20] or be rendered inert. An urban assault robot can be repaired and made functional again with a Craft check (Craft (Electronic) [TN25], Advanced).

Programmable An urban assault robot can have Feats and Skills programmed into it by a person with technological prowess. With a successful Technology Use skill check [TN15], a single feat or Skill may be programmed if it meets the prerequisite requirement for the feat. New feats may be programmed at a TN of +5 to the previous programming TN. Skill ranks may be programmed up to maximum of 10 ranks (not counting the robot's ability score modifiers) at a TN of +2 per previously programmed rank.

Remote Operation An urban assault robot has artificial intelligence that lets it operate semi-autonomously within its prescribed limits, but it is also capable of being remotely operated by a person or operator. To hack into the robot's systems via wireless means, a Technology Use check [TN15] must be made to actually find the correct signal. If the check fails, the individual responsible is unable to connect and may try again upon their next turn. If hacking directly via physical ports in the robot itself, no check is required to locate the signal. Either way, if successful, another Technology Use check [TN30] must be made to actually defeat the security measures in place and access the systems. If this second check is successful, the robot's programming can be manipulated or otherwise altered as per the Technology Use rules for both degrading programming and/or remote operation device that counts as having Exceptional Security (adding a +5 to the TN of the applicable actions). If the hacking attempt is unsuccessful, the robot disconnects from its remote operation link, shuts down any wireless connections or access points, and goes into its self-autonomous state (if possible) for 1d10 rounds as a security measure while it attempts to re-establish the proper link to its proper operator. If the robot is already operating in its semi-autonomous state, it instead shuts itself down for 1d10 rounds while it reboots for security purposes. An urban assault robot cannot be hacked while in this state. In this instance it is incapable of taking any actions and is considered Flat-Footed until it reactivates. An urban assault robot that is being remotely operated can use the Base Attack Bonus of the unit itself, or half of the of the current operator's BAB, rounded down, whichever the GM deems appropriate. As to by what means or interface is required to remotely operate an urban assault robot is decided by the GM.

Repairable Urban assault robots cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Mechanical) check [TN30] and Craft (Structural) check [TN30] heals 1d10 points of damage, and each check represents 1 hour of work. An urban assault robot cannot repair itself.

Targeting Software Urban assault robots are equipped with advanced software and equipment that assists with target acquisition and accuracy. Urban assault robots gain a +6 equipment bonus (included in its profile) to all ranged attacks.

Skill Penalties Due to a lack of articulated arms, urban assault robots suffer a –4 penalty to all Grapple checks. Because of the aforementioned lack of articulated arms, urban assault robots cannot initiate an Grappling actions but can only react defensively to such actions. Furthermore, it cannot be Pinned by a creature one size category or smaller than it, nor can it be Tripped by any creature that is more than one size category smaller and also has a lower Strength Ability Score modifier than the assault robot itself.

Urban Assault Robot (Large Construct)

BV 58 **HD** 6d10+20 **CHP** 52 **CP** 14

STR	DEX	CON
24	8	—
INT	WIS	CHA
—	10	1

Structure Biped ("Humanoid" with 2 reverse-jointed legs and no head-like extremity)
Initiative –1
Defense 14 (–1 DEX, –1 Size, +6 Natural)
Touch 8 | Flat-Footed 14
BAB +4
Grapple +4

Attack(s)

Kick (Melee)
3 CP +6 Light attack, 1d6 bludgeoning damage
4 CP +6 Standard attack, 1d6+3 bludgeoning damage
6 CP +6 Heavy attack, 2d6+3 bludgeoning damage
11 CP +6 Full attack, 3d6+7 bludgeoning damage
Built-in Arm Gun (Right Arm) (Ranged) (.458 SOCOM) (SL/Auto(M))
100ft, 300r
7 CP +9 Single Shot attack, 3d12 ballistic damage
3 CP +3 Potshot attack, 3d12 ballistic damage
5 CP +9 Double Tap attack, 5d12 ballistic damage
5 CP +9 10R Autofire attack, 3d12 ballistic damage
4 CP +9 5R Burst attack, 6d12 ballistic damage
3 CP +9 10R Sprayfire attack, 7d12 ballistic damage
3 CP +9 15R Sweepfire attack, 3d12 ballistic damage (40ft cone)
Built-in Arm Gun (Left Arm) (Ranged) (.458 SOCOM) (SL/Auto(M))
100ft, 300r
7 CP +9 Single Shot attack, 3d12 ballistic damage
3 CP +3 Potshot attack, 3d12 ballistic damage
5 CP +9 Double Tap attack, 5d12 ballistic damage
5 CP +9 10R Autofire attack, 3d12 ballistic damage
4 CP +9 5R Burst attack, 6d12 ballistic damage
3 CP +9 10R Sprayfire attack, 7d12 ballistic damage
3 CP +9 15R Sweepfire attack, 3d12 ballistic damage (40ft cone)

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Construct, Damage Reduction (14/Ballistic, 10/Ba. Piercing, Bludgeoning, Piercing, Slashing), Darkvision 120', Electrical Vulnerability, Programmable, Remote Operation, Repairable, Targeting Software
Saves Fort +2 | Ref +1 | Will +2
Skills
Perception +4
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Machine Gun Specialist (–1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)
General Purpose Machine Gunner (Grants proficiency with GPMGs.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Varies
Treasure
600 rounds of .458 SOCOM FMJ
Advancement None

Vulture

The fleshy, bare head and elongated neck of this carrion eating bird creates a contrast with its thickly feathered body. The hooked beak helps it to feast on the remains of dead creatures; if it is lucky, a recent kill by a greater predator.

Species Traits
A vulture can only move a maximum of 10 feet per turn while on the ground regardless of whether it would have the Combat Points available to move farther.

Low-Light Vision Vultures can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows vultures to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat Vultures gain the bonus feat Weapon Expertise (Bite).

Vulture (Small Animal)

BV 3 **HD** 1d8 **CHP** 4 **XHP** 4 **CP** 12

STR	DEX	CON
8	12	12
INT	WIS	CHA
2	12	7

Structure Biped (Avian)
Initiative +1
Defense 12 (+1 DEX, +1 Size)
Touch 12 | Flat-Footed 11
BAB +0
Grapple –5

Attack(s)

Bite (Melee)
1 CP +2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
2 CP +2 Standard attack, 1d4–1 piercing damage
4 CP +2 Heavy attack, 2d4–1 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent, Fly (1 CP per 15ft) (Poor)
Saves Fort +3 | Ref +3 | Will +1
Skills
Acrobatics +2
Perception +6 (+14 for scent-based checks)
Stealth +5
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary, pair, or flock (3d4)
Treasure
2d10 feathers
Advancement
2-3 HD (Small)

Wild Turkey

This rotund bird is often hunted for its meat, but its feathers are also sometimes used for arrow fletching.

Species Traits

Scent This ability allows wild turkeys to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Wild Turkey (Small Animal)

BV ½ **HD** 1d8 **CHP** 3 **XHP** 4 **CP** 9

STR	DEX	CON
6	12	10
INT	WIS	CHA
1	10	7

Structure Biped (Avian)
Initiative +1
Defense 12 (+1 DEX, +1 Size)
Touch 12 | Flat-Footed 11
BAB +0
Grapple –6

Attack(s)

Peck (Melee)
3 CP –1 Standard attack, 1 piercing damage (non-lethal) (no effect against armor)
5 CP –1 Heavy attack, 2d2–2 piercing damage (no effect against armor)
Leg Spurs (Melee)
2 CP –1 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
3 CP –1 Standard attack, 1d3–2 slashing damage (non-lethal) (no effect against armor)
5 CP –1 Heavy attack, 2d3–2 slashing damage
10 CP –1 Full attack, 3d3+2 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Scent
Saves Fort +2 | Ref +3 | Will +0
Skills
Acrobatics +2
Perception +3 (+11 for scent-based checks)
Stealth +5
Feats None
Organization
Solitary, pair, or flock (1d8+2)
Treasure
2d10 feathers
Advancement
2-3 HD (Medium)

Will-o'-Wisp

A glowing orb of light cycling through various hues of greens, oranges, reds, and yellows floats off in the distance. As it draws closer, the orb ignites into a wavy flame, as an amorphous but somehow recognizable semblance of a skull with four sharp fangs appears within the fire.

Species Traits
A will-o'-wisp is automatically capable of floating and/or flying at all times. As such it does not need to spend any Combat Points to begin flight. Will-o'-wisps are not subject to bleed damage.

Damage Reduction 4/Bludgeoning, Piercing, Slashing A will-o'-wisp ignores the first 4 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Darkvision Will-o'-wisps can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and will-o'-wisps can function with no light at all.

Natural Invisibility A startled or frightened will-o'-wisp can extinguish its glow, gaining 50% Concealment from all attacks. Any creature with infrared or thermal vision (including equipment that grants such), or a creature affected by the Invisible Vision or True Vision spells can see an invisible will-o'-wisp and negate its concealment bonus. This ability can be activated or suppressed at will by the will-o'-wisp.

Bonus Feat A will-o'-wisp gains the bonus feat Weapon Expertise (Zap).

Skill Bonus Will-o'-wisps receive a +8 bonus to Stealth checks when imitating a small flame or fire in or around an applicable location or object (such as campfire or a lantern).

Will-o'-Wisp (Small Aberration)

BV 17 **HD** 3d8 **CHP** 9 **XHP** 13 **CP** 19

STR	DEX	CON
1	24	10
INT	WIS	CHA
7	16	10

Structure Special (Semi-amorphous spheroid)
Initiative +7
Defense 18 (+7 DEX, +1 Size)
Touch 18 | Flat-Footed 11
BAB +2
Grapple –7

Attack(s)

Zap (Melee Touch)
1 CP +0 Standard attack, 1d4+2 electricity damage

Reach 5'
Fighting Space 5' by 5'

Special Qualities
Damage Reduction (4/Bludgeoning, Piercing, Slashing), Darkvision 60', Natural Invisibility, Fly (1 CP per 5ft) (Perfect)
Saves Fort +1 | Ref +8 | Will +6
Skills
Acrobatics +14
Linguistics (one of the GM's choice) +1
Stealth +11 (+19 when imitating a small flame or fire)
Feats
Weapon Expertise (Zap) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Solitary, pair, or string (1d2+2)
Treasure None
Advancement
4-6 HD (Small)

White Ooze

This pathetic gelatinous mound resembles something of which you would rather not speak.

Species Traits

Blindsight A white ooze is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the white ooze's use of this ability.

Damage Reduction 10/Bludgeoning A white ooze ignores the first 10 points of damage dealt by any bludgeoning weapon.

Electrical Immunity A white ooze is immune to electricity damage.

Ooze A white ooze has the traits and immunities common to oozes.

Sticky Goo A white ooze can leave thick secretion to stop an opponent in its tracks while the white ooze escapes to safety. For 3 Combat Points per 5 foot square, a white ooze can leave behind this secretion. Any creature moving through the terrain can spend 6 Combat Points to make an Athletics check [TN14] or an Acrobatics [TN16] check to free themselves or be stuck to the terrain for that round. The secretion disperses after two rounds, when it merely dries out and flakes away.

White Ooze (Small Ooze)

BV ¼ **HD** 1d10+7 **CHP** 10 **XHP** 12 **CP** 6

STR	DEX	CON
10	7	14
INT	WIS	CHA
—	1	1

Structure Amorphous (Blob)
Initiative –2
Defense 9 (–2 DEX, +1 Size)
Touch 9 | Flat-Footed 9
BAB +0
Grapple –4

Attack(s)

Slam (Melee)
2 CP +1 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d4 bludgeoning damage
5 CP +1 Heavy attack, 2d4 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Damage Reduction (10/Bludgeoning) Immune to electricity damage, Ooze, Sticky Goo
Saves Fort +2 | Ref –2 | Will –5
Skills None
Feats None
Organization
Solitary
Treasure None
Advancement
2-4 HD (Small)
5-9 HD (Medium)

Wolf

This gray and white canine–a link to the ancestry of humanity's beloved dogs–stands atop a snowy hill and surveys its territory. It looks across the distance with the appearance of pride.

Species Traits

Low-Light Vision Wolves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A wolf that hits with its bite attack can attempt to Trip its opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the wolf. If the Trip attempt is successful, the wolf may Pin its foe without needing to make a Grapple check.

Wolf (Medium Animal)

BV 6 **HD** 2d8+4 **CHP** 11 **XHP** 13 **CP** 13

STR	DEX	CON
13	15	15
INT	WIS	CHA
2	12	6

Structure Quadruped
Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +1
Grapple +3

Attack(s)

Bite (Melee)
2 CP +2 Light attack, 1d6–2 piercing damage (no effect against armor)
3 CP +2 Standard attack, 1d6+1 piercing damage
5 CP +2 Heavy attack, 2d6+1 piercing damage
10 CP +2 Full attack, 3d6+5 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Scent, Trip, Run (1 CP per 10ft)
Saves Fort +5 | Ref +5 | Will +1
Skills
Athletics +5
Perception +8 (+16 for scent-based checks)
Stealth +3
Feats None
Organization
Solitary, pair, or pack (4d3)
Treasure
Wolf pelt, 1d10 teeth
Advancement
3-4 HD (Medium)

Zombies, Humanoids

These once dead individuals again walk the world via the taint of "unlife." Their decaying corpses are horrific and distorted reminders of the people that they once were. There is no meaning for them, only aimless wandering and a need to fulfill a hunger that their long departed minds can no longer even fathom.

Species Traits
For the purposes of Called Shot attacks, a zombie's head and other extremities do not count as being protected by its natural armor. For the purposes of damage, zombies add 1.5x their STR modifier to their slam attacks.

Headshot Any successful attack aimed at the head of a zombie causes a Critical Strike, even though zombies are normally immune to Critical Strikes. A successful Critical Strike that inflicts an amount of damage at least a third or more of the zombie's remaining Core Hit Points (rounded up) kills a zombie instantly. If the attack inflicts less than one third of a zombie's remaining Core Hit Points, the damage is dealt as normal.

Undead Zombies have the traits and immunities common to undead.

High Elven

Elven Zombie (Medium Undead)
BV 6 **HD** 2d12+4 **CHP** 8 **XHP** 17 **CP** 9

STR	DEX	CON
12	10	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +0
Defense 12 (+2 Natural)
Touch 10 | Flat-Footed 12
BAB +1
Grapple +1

Attack(s)

Bite (Melee)
2 CP +1 Light attack, 1 piercing damage (no effect against armor)
3 CP +1 Standard attack, 1d3 piercing damage (no effect against armor)
5 CP +1 Heavy attack, 2d3 piercing damage

Slam (Melee)
2 CP +2 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +2 Standard attack, 1d6+1 bludgeoning damage
5 CP +2 Heavy attack, 2d6+1 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Headshot, Undead, can only move or attack in a turn
Saves Fort +0 | Ref +0 | Will +3
Skills None
Feats
Toughness (Creature gains +4 XHP and +2 CHP.)
Organization
Varies
Treasure
Anything the deceased had during death.
Advancement None

Human

Human Zombie (Medium Undead)
BV 6 **HD** 2d12+4 **CHP** 8 **XHP** 17 **CP** 7

STR	DEX	CON
13	8	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative –1
Defense 11 (–1 DEX, +2 Natural)
Touch 9 | Flat-Footed 11
BAB +1
Grapple +2

Attack(s)

Bite (Melee)
2 CP +2 Light attack, 1 piercing damage (no effect against armor)
3 CP +2 Standard attack, 1d3 piercing damage (no effect against armor)
5 CP +2 Heavy attack, 2d3 piercing damage

Slam (Melee)
2 CP +2 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +2 Standard attack, 1d6+1 bludgeoning damage
5 CP +2 Heavy attack, 2d6+1 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Headshot, Undead, can only move or attack in a turn
Saves Fort +0 | Ref –1 | Will +3
Skills None
Feats
Toughness (Creature gains +4 XHP and +2 CHP.)
Organization
Varies
Treasure
Anything the deceased had during death.
Advancement None

Sslythen

Sslythen Zombie (Medium Undead)

BV 6 **HD** 2d12+4 **CHP** 8 **XHP** 17 **CP** 6

STR	DEX	CON
14	8	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative –1
Defense 11 (–1 DEX, +2 Natural)
Touch 9 | Flat-Footed 11
BAB +1
Grapple +3

Attack(s)

Bite (Melee)
2 CP +3 Light attack, 1 piercing damage (no effect against armor)
3 CP +3 Standard attack, 1d4+1 piercing damage
5 CP +3 Heavy attack, 2d4+1 piercing damage
Slam (Melee)
2 CP +3 Light attack, 1d6 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6+3 bludgeoning damage
5 CP +3 Heavy attack, 2d6+3 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Headshot, Undead, can only move or attack in a turn
Saves Fort +0 | Ref –1 | Will +3
Skills None
Feats
Toughness (Creature gains +4 XHP and +2 CHP.)
Organization
Varies
Treasure
Anything the deceased had during death.
Advancement None

Chapter III

NPCs and Antagonists

The following are various premade NPCs and antagonists. They usually follow the standard character creation rules.
A * in the Skills listing indicates a skill taken with starting occupation.
A ** in the Skills listing indicates a skill that is both a focused skill and a skill taken with an NPC's starting occupation.
A § in the Skills listing indicates a skill that takes advantage of a Synergy provided by a relevant Knowledge category (see pg. 30-31 of the Core Rulebook for more details).
A parenthetical notation "(+#)" next to the listing for a skill modifier indicates the original skill modifier value before Armor Penalties or other conditional adjustments.
Any armors listed in NPC equipment listings that listed with MOLLE attachments ARE ASSUMED TO HAVE BEEN UPGRADED WITH THE ADDITIONAL FITTINGS NECESSARY TO HOLD THE ATTACHMENTS despite the additional fittings not being listed.

Pre to Early Black Powder

Bowman (Character Level 1)

Bowman (Medium Human)

BV 6 **LVL** 1 **CHP** 14 **XHP** 9 **CP** 15

STR	DEX	CON
12	14	12
INT	WIS	CHA
9	9	8

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Dagger (Melee)
2 CP +2 Light attack, 1d4–2/14-18 slashing damage
3 CP +2 Standard attack, 1d4+1/14-18 slashing damage
5 CP +2 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +2 Full attack, 3d4+5/14-18 slashing damage
Medium Recurve Bow (Ranged)
30ft, 1r
5 CP +3 Light Pull attack, 1d4+3 piercing damage (Range increment reduced by 5ft)
6 CP +3 Medium Pull attack, 2d4+3 piercing damage
7 CP +3 Heavy Pull attack, 3d4+3 piercing damage (Range increment increased by 10ft)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +3 | Will –1
Armor
None
Skills
Acrobatics +8
Perception +3
Ride +4
Stealth +4
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Acrobatics)
Organization
Solitary or team (1d3+2)

Possessions
Location or faction specific clothing, Dagger, Medium Recurve Bow, Concealed Sheath, Quiver, 20 Fieldpoint Arrows, Bedding, flask (Mediocre Quality Water), dried beef strips

Bowman, Trained (Character Level 2)

Bowman, Trained (Medium Human)

BV 11 **LVL** 2 **CHP** 14 **XHP** 14 **CP** 15

STR	DEX	CON
12	14	12
INT	WIS	CHA
9	9	8

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +2
Grapple +3

Attack(s)

Dagger (Melee)
1 CP +3 Light attack, 1d4–2/14-18 slashing damage
2 CP +3 Standard attack, 1d4+1/14-18 slashing damage
4 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
9 CP +3 Full attack, 3d4+5/14-18 slashing damage
Medium Recurve Bow (Ranged)
30ft, 1r
3 CP +4 Light Pull attack, 1d4+3 piercing damage (Range increment reduced by 5ft)
4 CP +4 Medium Pull attack, 2d4+3 piercing damage
5 CP +4 Heavy Pull attack, 3d4+3 piercing damage (Range increment increased by 10ft)

Reach 5'

Fighting Space 5' by 5'
Saves Fort +2 | Ref +4 | Will +2
Armor
Gambeson (3/Bludgeoning, 2/Piercing; AP 30)
Leather Helmet (2/Slashing; AP 6)
Skills
Acrobatics +5 (+6)
Athletics +4 (+5)
Knowledge (Tactics) +1
Perception +2
Ride +3
Stealth +3 (+4)
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Acrobatics)
Archery Specialist (–2 to CP cost when attacking with a bow, crossbow, or speargun.)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary or team (1d3+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Gambeson, Leather Helmet, Dagger, Medium Recurve Bow, Concealed Sheath, Quiver, 20 Fieldpoint Arrows, Bedding, flask (Good Quality Water), dried beef strips

Archer (Adventurer) (Character Level 3)

Archer (Medium Human)

BV 14 **LVL** 3 **CHP** 14 **XHP** 22 **CP** 15

STR	DEX	CON
12	15	12
INT	WIS	CHA
10	10	8

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +3
Grapple +4

Attack(s)

Light Club (Melee)
1 CP +4 Light attack, 1d6–2 bludgeoning damage
2 CP +4 Standard attack, 1d6+1 bludgeoning damage
4 CP +4 Heavy attack, 2d6+1 bludgeoning damage
9 CP +4 Full attack, 3d6+5 bludgeoning damage
Medium Recurve Bow (Ranged)
30ft (45ft with feat), 1r
3 CP +7 Light Pull attack, 2d4+3 piercing damage (Range increment reduced by 5ft)
4 CP +7 Medium Pull attack, 3d4+3 piercing damage
5 CP +7 Heavy Pull attack, 4d4+3 piercing damage (Range increment increased by 10ft)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +4 | Will +3
Armor
Archer's Vest (8/Piercing, 4/Slashing, 2/Bludgeoning; AP 30)
Leather Helmet (2/Slashing; AP 6)
Skills
**Acrobatics +8 (+9)
Athletics +7 (+8)
Knowledge (Tactics) +2
Perception +4
Ride +4
Stealth +7 (+8)
*Treat Injury +2
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Acrobatics)
Archery Specialist (–2 to CP cost when attacking with a bow, crossbow, or speargun.)
Double Bowman (Launch 2 arrows at a single target and gain +2 damage dice for a –4 penalty to hit with the attack.)
Simple Weapon Specialist (Light Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Projectile Specialization (Arrows) (When firing a weapon utilizing the chosen projectile, it grants an additional die of damage [accounted for above]. When Enchanting ammunition of this type, reduce the SP cost of the spell by 2.)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Organization
Solitary or team (1d4+2)

Possessions

Location or faction specific clothing, Small Waist Pack, Archer's Vest, Leather Helmet, Light Club, Medium Recurve Bow, Concealed Sheath, 20 Fieldpoint Arrows, Bedding, flask (Good Quality Water), dried beef strips

Crossbowman (Adventurer) (Character Level 3)

Crossbowman (Medium Human)

BV 23 **LVL** 3 **CHP** 14 **XHP** 20 **CP** 15 (2 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
10	10	8

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +3
Grapple +4

Attack(s)

Rapier (Melee)
3 CP +4 Light attack, 1d6–2/13-18 piercing damage
4 CP +4 Standard attack, 1d6+1/13-18 piercing damage
6 CP +4 Heavy attack, 2d6+1/13-18 piercing damage
11 CP +4 Full attack, 3d6+5/13-18 piercing damage
Medium Crossbow (Ranged)
35ft, 1r
3 CP +4 Single Shot attack, 7d3/15-18 piercing damage

Reach 5' (10' when attacking with Rapier)
Fighting Space 5' by 5'
Saves Fort +4 | Ref +3 | Will +2
Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
Acrobatics +5 (+10)
**Athletics +5 (+10)
Knowledge (Tactics) +2
Perception +4
*Stealth +2 (+7)
Treat Injury +3
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Acrobatics)
Archery Specialist (–2 to CP cost when attacking with a bow, crossbow, or speargun.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Archaic Weapons Proficiency (Fencing Swords) (Grants proficiency with the chosen class of weaponry.)
Simple Weapon Specialist (one of the GM's choice) (–1 to CP cost when attacking with the chosen simple weapon.)
Fencing Martial Arts (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +2 bonus against all Disarm attempts to be disarmed and gains a +1 bonus against all Sunder attempts against their weapon. Character also gains a +2 attack bonus to all called shot attacks against arms and legs made when attacking with the listed weapons and the Critical Threat range for any of these weapons is 13-18.)
Organization
Solitary or team (4d2)

Possessions
Location or faction specific clothing, Small Waist Pack, Breastplate, Steel Helmet, Rapier, Medium Crossbow, Tactical Sheath, Quiver, 20 Fieldpoint Bolts, Bedding, flask (Good Quality Water), dried beef strips

Light Swordsman (Character Level 2)

Light Swordsman (Medium Human)

BV 13 **LVL** 2 **CHP** 14 **XHP** 15 **CP** 15 (1 to begin moving)

STR	DEX	CON
12	14	12
INT	WIS	CHA
9	8	8

Initiative +2
Defense 13 (+1 Armor, +2 DEX)
Touch 12 | Flat-Footed 11
BAB +2
Grapple +3

Attack(s)

Dagger (Melee)
1 CP +3 Light attack, 1d4–2/14-18 slashing damage
2 CP +3 Standard attack, 1d4+1/14-18 slashing damage
4 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
9 CP +3 Full attack, 3d4+5/14-18 slashing damage
Shortsword (Melee)
2 CP +3 Light attack, 2d3–1/15-18 piercing damage
3 CP +3 Standard attack, 2d3+2/15-18 piercing damage
5 CP +3 Heavy attack, 3d3+2/15-18 piercing damage
10 CP +3 Full attack, 4d3+6/15-18 piercing damage
Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +3 Light attack, 1d3–2 bludgeoning damage
3 CP +3 Standard attack, 1d3+1 bludgeoning damage
5 CP +3 Heavy attack, 2d3+1 bludgeoning damage
10 CP +3 Full attack, 3d3+5 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'
Saves Fort +2 | Ref +4 | Will +1
Armor
Leather Vest (4/Slashing, 2/Bludgeoning, Piercing; AP 36)
Leather Helmet (2/Slashing; AP 6)
Skills
Acrobatics +4 (+6)
Athletics +4 (+6)
Knowledge (Tactics) +1
Perception +2
Ride +2
Stealth +2 (+4)
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Acrobatics)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Shield Strike (Character gains a +3 Reflex Saving Throw Bonus when performing the Stumble reactions. On a successful Stumble, the stumbled character can be immediately knocked Prone, regardless of their prior stance.)
Organization
Solitary or team (1d3+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Leather Vest, Leather Helmet, Shortsword, Dagger, Light Wood Shield, Concealed Sheath, Tactical Sheath, Bedding, flask (Mediocre Quality Water), dried beef strips

Light Broadswordsman (Adventurer) (Character Level 3)

Light Broadswordsman (Medium Human)

BV 14 **LVL** 3 **CHP** 14 **XHP** 22 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	13	12
INT	WIS	CHA
10	8	8

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-Footed 13
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Dagger (Melee)
1 CP +5 Light attack, 1d4–1/14-18 slashing damage
2 CP +5 Standard attack, 1d4+2/14-18 slashing damage
4 CP +5 Heavy attack, 2d4+2/14-18 slashing damage
9 CP +5 Full attack, 3d4+6/14-18 slashing damage
Broadsword (Melee)
2 CP +5 Light attack, 1d6–1/13-18 slashing damage
3 CP +5 Standard attack, 1d6+2/13-18 slashing damage
5 CP +5 Heavy attack, 2d6+2/13-18 slashing damage
10 CP +5 Full attack, 3d6+6/13-18 slashing damage
Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +5 Light attack, 1d3–1 bludgeoning damage
3 CP +5 Standard attack, 1d3+2 bludgeoning damage
5 CP +5 Heavy attack, 2d3+2 bludgeoning damage
10 CP +5 Full attack, 3d3+6 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +1
Armor
Chainmail (7/Slashing, 1/Bludgeoning; AP 60)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
Acrobatics +5 (+8)
**Athletics +6 (+9)
Craft (Structural) +3
Knowledge (Tactics) +2
Perception +4
Ride +8
*Treat Injury +3
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Skill Focus (Athletics)
Skill Focus (Ride)
Shield Strike (Character gains a +3 Reflex Saving Throw Bonus when performing the Stumble reactions. On a successful Stumble, the stumbled character can be immediately knocked Prone, regardless of their prior stance.)
Organization
Solitary or team (1d3+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Chainmail, Steel Helmet, Broadsword, Dagger, Light Wood Shield, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Medium Broadswordsman (Adventurer) (Character Level 3)

Medium Broadswordsman (Medium Human)

BV 16 **LVL** 3 **CHP** 15 **XHP** 23 **CP** 15 (3 to begin moving)

STR	DEX	CON
15	11	13
INT	WIS	CHA
10	10	8

Initiative +0
Defense 15 (+5 Armor)
Touch 10 | Flat-Footed 15
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)

Dagger (Melee)
1 CP +5 Light attack, 1d4–1/14-18 slashing damage
2 CP +5 Standard attack, 1d4+2/14-18 slashing damage
4 CP +5 Heavy attack, 2d4+2/14-18 slashing damage
9 CP +5 Full attack, 3d4+6/14-18 slashing damage

Broadsword (Melee)
2 CP +5 Light attack, 1d6–1/13-18 slashing damage
3 CP +5 Standard attack, 1d6+2/13-18 slashing damage
5 CP +5 Heavy attack, 2d6+2/13-18 slashing damage
10 CP +5 Full attack, 3d6+6/13-18 slashing damage

Light Metal Shield (Melee)
Provides one-quarter (¼) cover in one direction, +8 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +5 Light attack, 1d8–1 bludgeoning damage
4 CP +5 Standard attack, 1d8+2 bludgeoning damage
6 CP +5 Heavy attack, 2d8+2 bludgeoning damage
11 CP +5 Full attack, 3d8+6 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2
Armor
Scalemail (6/Piercing, Slashing, 5/Bludgeoning, 1/Ballistic; AP 80)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +5 (+9)
**Athletics +5 (+9)
Craft (Structural) +2
Knowledge (Tactics) +2
Perception +5
Presence +2
Ride +7
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Skill Focus (Athletics)
Skill Focus (Ride)
Shield Strike (Character gains a +3 Reflex Saving Throw Bonus when performing the Stumble reactions. On a successful Stumble, the stumbled character can be immediately knocked Prone, regardless of their prior stance.)
Organization
Solitary or team (2d2 medium broadswordsmen plus 1d2 light broadswordsmen)

Possessions
Location or faction specific clothing, Small Waist Pack, Scalemail, Steel Helmet, Broadsword, Dagger, Light Metal Shield, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Longswordsman (Adventurer) (Character Level 3)

Longswordsman (Medium Human)

BV 14 **LVL** 3 **CHP** 15 **XHP** 22 **CP** 15 (2 to begin moving)

STR	DEX	CON
15	11	13
INT	WIS	CHA
10	10	8

Initiative +0
Defense 14 (+4 Armor)
Touch 10 | Flat-Footed 14
BAB +3
Grapple +5

Attack(s)

Dagger (Melee)
2 CP +5 Light attack, 1d4+3/14-18 slashing damage
3 CP +5 Standard attack, 1d4+6/14-18 slashing damage
5 CP +5 Heavy attack, 2d4+6/14-18 slashing damage
10 CP +5 Full attack, 3d4+10/14-18 slashing damage
†Longsword (Melee)
3 CP +5 Light attack, 1d8+1 (+4)/14-18 piercing or slashing damage
4 CP +5 Standard attack, 1d8+4 (+7)/14-18 piercing or slashing damage
6 CP +5 Heavy attack, 2d8+4 (+7)/14-18 piercing or slashing damage
11 CP +5 Full attack, 3d8+8 (+11)/14-18 piercing or slashing damage
Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +5 Light attack, 1d3–1 bludgeoning damage
4 CP +5 Standard attack, 1d3+2 bludgeoning damage
6 CP +5 Heavy attack, 2d3+2 bludgeoning damage
11 CP +5 Full attack, 3d3+6 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +2 | Will +2
Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills
**Acrobatics +4 (+9)
**Athletics +7 (+12)
Craft (Structural) +2
Knowledge (Tactics) +2
Perception +8
Ride +4
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Skill Focus (Athletics)
Skill Focus (Ride)
Forceful Strike (When using a Small or smaller melee weapon two-handed, add 1½× the base STR modifier to damage. When wielding a two-handed weapon, add 2× the base STR modifier to damage.)
Organization
Solitary or team (2d2)

†Due to this character's Favored Type (Slashing), there is a split between the bonus to damage when this weapon is used. The numerical values in parentheses are the damage bonus from the STR modifier and feat when the user selects a Slashing damage attack to be performed.

Possessions
Location or faction specific clothing, Small Waist Pack, Breastplate, Steel Helmet, Longsword, Dagger, Light Wood Shield, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Heavily Armored Swordsman (Adventurer) (Character Level 4)

Heavily Armored Swordsman (Medium Human)

BV 19 **LVL** 4 **CHP** 16 **XHP** 36 **CP** 15 (4 to begin moving)

STR	DEX	CON
16	10	14
INT	WIS	CHA
10	12	12

Initiative +0
Defense 16 (+6 Armor)
Touch 10 | Flat-Footed 16
BAB +4
Grapple +7

Attack(s)

†Longsword (Melee)
3 CP +7 Light attack, 2d8+3 (+4)/14-18 piercing or slashing damage
4 CP +7 Standard attack, 2d8+6 (+7)/14-18 piercing or slashing damage
6 CP +7 Heavy attack, 3d8+6 (+7)/14-18 piercing or slashing damage
11 CP +7 Full attack, 4d8+10 (+11)/14-18 piercing or slashing damage

Light Metal Shield (Melee)
Provides one-quarter (¼) cover in one direction, +8 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +7 Light attack, 1d8 bludgeoning damage.
4 CP +7 Standard attack, 1d8+3 bludgeoning damage
6 CP +7 Heavy attack, 2d8+3 bludgeoning damage
11 CP +7 Full attack, 3d8+7 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +5
Armor
Full Plate (12/Slashing, 8/Piercing, 4/Bludgeoning, 3/Ballistic; AP 240)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +2 (+10)
**Athletics +7 (+15)
Knowledge (Tactics) +2
Perception +8
Presence +8
Ride +5
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Focused Saving Throw (Will)
Combat Awareness (The character can spend 1 Combat Point to gain a +1d2 Defense bonus. The character can not spend more Combat Points than their Character Level + 2. The bonus to the character's defense is a dodge bonus.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Skill Focus (Athletics)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Sword Specialist (Character gains +1 die of damage when wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl, and when performing a thrust attack, the character takes no damage penalty, and gains a +2 damage bonus.)
Skill Focus (Presence)
Power Attack (On the character's turn, before making any attacks, the character may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next turn.)
Organization
Solitary or pair

†Due to this character's Favored Type (Slashing), there is a split between the bonus to damage when this weapon is used. The numerical values in parentheses are the damage bonus from the STR modifier and feat when the user selects a Slashing damage attack to be performed.

Possessions

Location or faction specific clothing, Small Waist Pack, Full Plate, Steel Helmet, Longsword, Light Metal Shield, Tactical Sheath, flask (Good Quality Water), dried beef strips

Greatswordsman (Adventurer) (Character Level 4)

Greatswordsman (Medium Human)

BV 22 **LVL** 4 **CHP** 16 **XHP** 37 **CP** 15 (2 to begin moving)

STR	DEX	CON
16	11	14
INT	WIS	CHA
10	10	12

Initiative +1
Defense 14 (+4 Armor)
Touch 11 | Flat-Footed 14
BAB +4
Grapple +7

Attack(s)

Dagger (Melee)
2 CP +6 Light attack, 1d4+4/14-18 slashing damage
3 CP +6 Standard attack, 1d4+7/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+7/14-18 slashing damage
10 CP +6 Full attack, 3d4+11/14-18 slashing damage
Great Sword (Melee)
4 CP +8 Light attack, 2d10+4/14-18 slashing damage
5 CP +8 Standard attack, 2d10+7/14-18 slashing damage
7 CP +8 Heavy attack, 3d10+7/14-18 slashing damage
12 CP +8 Full attack, 4d10+11/14-18 slashing damage

Reach 5' (10' when attacking with Great Sword)
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +4
Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +5 (+10)
**Athletics +5 (+10)
Craft (Structural) +5
Knowledge (Tactics) +2
Perception +6
Presence +7 (+9 when Intimidating)

Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Power Attack (On the character's turn, before making any attacks, the character may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next turn.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Cleave (Once per round, if the character reduces a creature to 0 CHP or less, the character may immediately make a melee attack against another creature within reach for no CP. The character may move up to 10' before making this extra attack, but the character must have enough CP to move this distance, and the character must move directly towards another enemy creature to take this attack. The extra attack is with the same weapon as the attack that dropped the previous creature.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Focused Saving Throw (Will)
Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
Combat Awareness (The character can spend 1 Combat Point to gain a +1d2 Defense bonus. The character can not spend more Combat Points than their Character Level + 2. The bonus to the character's defense is a dodge bonus.)
Skill Focus (Athletics)
Combat Intuition (When engaged in melee combat with an enemy the character made a successful melee attack against in the previous round, the character gains a +3 melee attack bonus to the current round, when attacking that enemy. This bonus only applies to the last enemy the character attacked successfully.)
Organization
Solitary or pair

Possessions
Location or faction specific clothing, Small Waist Pack, Breastplate, Steel Helmet, Great Sword, Dagger, Concealed Sheath, Bedding, flask (Good Quality Water), dried beef strips

Peasant Spearman (Ordinary Level 1)

Peasant Spearman (Medium Human)

BV 16 **LVL** 1 **CHP** 12 **XHP** 6 **CP** 15

STR	DEX	CON
12	12	10
INT	WIS	CHA
9	8	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Short Spear (Melee)
3 CP +2 Light attack, 2d6–2/15-18 piercing or 1d4–2 bludgeoning damage
4 CP +2 Standard attack, 2d6+1/15-18 piercing or 1d4+1 bludgeoning damage
6 CP +2 Heavy attack, 3d6+1/15-18 piercing or 2d4+3 bludgeoning damage
11 CP +2 Full attack, 4d6+5/15-18 piercing or 3d4+5 bludgeoning damage
Short Spear (improvised throwing weapon) (Ranged)
30ft
5 CP +0 Throw attack, 2d6+1 piercing damage

Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'
Saves Fort +0 | Ref +1 | Will –1
Armor
None
Skills
Acrobatics +3
Athletics +4
Perception +2
Ride +3
Feats
Simple Weapon Specialist (one of the GM's choice) (–1 to CP cost when attacking with the chosen simple weapon.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Improvised Weapon Proficiency (Character is considered proficient with all improvised weapons that the character would not be proficient with under normal means. The GM decides which improvised weapon fits into which category. Chance of improvised weapon breaking is reduced to 20%. Character must be proficient with the non-improvised version of the weapon, in order to take advantage of this feat.)
Organization
Solitary or mob (10d2)

Possessions
Location or faction specific clothing, Short Spear, flask (Mediocre Quality Water), dried beef strips

Light Spearman (Character Level 2)

Light Spearman (Medium Human)

BV 26 **LVL** 2 **CHP** 14 **XHP** 14 **CP** 15 (1 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
9	8	8

Initiative +2
Defense 13 (+1 Armor, +2 DEX)
Touch 12 | Flat-Footed 11
BAB +2
Grapple +3

Attack(s)

Dagger (Melee)
1 CP +3 Light attack, 1d4–2/14-18 slashing damage
2 CP +3 Standard attack, 1d4+1/14-18 slashing damage
4 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
9 CP +3 Full attack, 3d4+5/14-18 slashing damage

Short Spear (Melee)
3 CP +3 Light attack, 2d6–2/14-18 piercing or 1d4–2/14-18 bludgeoning damage
4 CP +3 Standard attack, 2d6+1/14-18 piercing or 1d4+1/14-18 bludgeoning damage
6 CP +3 Heavy attack, 3d6+1/14-18 piercing or 2d4+1/14-18 bludgeoning damage
11 CP +3 Full attack, 4d6+5/14-18 piercing or 3d4+5/14-18 bludgeoning damage

Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
1 CP +3 Light attack, 1d3–2 bludgeoning damage
2 CP +3 Standard attack, 1d3+1 bludgeoning damage
4 CP +3 Heavy attack, 2d3+1 bludgeoning damage
9 CP +3 Full attack, 3d3+5 bludgeoning damage

Javelin (Ranged)
30ft
5 CP +4 Throw attack, 2d6+1 piercing damage

Reach 5' (15' when attacking with Short Spear)
Fighting Space 5' by 5'
Saves Fort +2 | Ref +4 | Will +2
Armor
Linothorax (5/Piercing, 3/Slashing; AP 40)
Leather Helmet (2/Slashing; AP 6)
Skills
Acrobatics +4 (+5)
Athletics +3 (+4)
Perception +3
Ride +3
Stealth +2 (+3)
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, gain an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack has a Combat Point doubled movement cost for any hostile creatures. This effect does not stack.)
Organization
Solitary or team (1d6+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Linothorax, Short Spear, Dagger, Light Wood Shield, 3 Javelins, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Citizen Hoplite (Adventurer) (Character Level 3)

Citizen Hoplite (Medium Human)

BV 30 **LVL** 3 **CHP** 14 **XHP** 24 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	12	12
INT	WIS	CHA
11	11	10

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-Footed 13
BAB +3
Grapple +5

Attack(s)

Short Spear (Melee)
3 CP +5 Light attack, 2d6–1/14-18 piercing or 1d4–1/14-18 bludgeoning damage
4 CP +5 Standard attack, 2d6+2/14-18 piercing or 1d4+2/14-18 bludgeoning damage
6 CP +5 Heavy attack, 3d6+2/14-18 piercing or 2d4+2/14-18 bludgeoning damage
11 CP +5 Full attack, 4d6+6/14-18 piercing or 3d4+6/14-18 bludgeoning damage

Shortsword (Melee)
3 CP +5 Light attack, 2d3/15-18 piercing damage
4 CP +5 Standard attack, 2d3+3/15-18 piercing damage
6 CP +5 Heavy attack, 3d3+3/15-18 piercing damage
11 CP +5 Full attack, 4d3+7/15-18 piercing damage

Heavy Metal Shield (Melee)
Provides one-half (½) cover in one direction, +10 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +5 Light attack, 2d4–1/15-18 bludgeoning damage
3 CP +5 Standard attack, 2d4+2/15-18 bludgeoning damage
5 CP +5 Heavy attack, 3d4+2/15-18 bludgeoning damage
10 CP +5 Full attack, 4d4+6/15-18 bludgeoning damage

Reach 5' (15' when attacking with Short Spear)
Fighting Space 5' by 5'
Saves Fort +2 | Ref +2 | Will +2
Armor
Bronze Chestplate (4/Slashing, 3/Piercing, 1/Bludgeoning; AP 75)
Bronze Helmet (3/Slashing, 2/Piercing, 1/Bludgeoning; AP 14)
Skills
**Acrobatics +4 (+8)
**Athletics +6 (+10)
Knowledge (Tactics) +2
Perception +4
Presence +2
Ride +3
Treat Injury +2
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, gain an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack has a Combat Point doubled movement cost for any hostile creatures. This effect does not stack.)
Simple Weapon Specialist (Heavy Metal Shield) (–1 to CP cost when attacking with the chosen simple weapon.)
Shield Strike (Character gains a +3 Reflex Saving Throw Bonus when performing the Stumble reactions. On a successful Stumble, the stumbled character can be immediately knocked Prone, regardless of their prior stance.)
Shield Focus (When using a shield in melee combat, character gains a +3 equipment bonus to DEF and when wielding a shield the Critical Threat range is 15-18.)
Organization
Solitary or team (1d6+1)

Possessions

Location or faction specific clothing, Small Waist Pack, Bronze Chestplate, Bronze Helmet, Short Spear, Shortsword, Heavy Metal Shield, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Spearman (Adventurer) (Character Level 3)

Spearman (Medium Human)

BV 24 **LVL** 3 **CHP** 15 **XHP** 23 **CP** 15 (2 to begin moving)

STR	DEX	CON
13	10	13
INT	WIS	CHA
10	10	8

Initiative +0
Defense 13 (+3 Armor)
Touch 10 | Flat-Footed 13
BAB +3
Grapple +4

Attack(s)

Dagger (Melee)
2 CP +4 Light attack, 1d4–2/14-18 slashing damage
3 CP +4 Standard attack, 1d4+1/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +4 Full attack, 3d4+5/14-18 slashing damage
Short Spear (Melee)
3 CP +5 Light attack, 2d6+1/14-18 piercing or 1d4–2/14-18 bludgeoning damage
4 CP +5 Standard attack, 2d6+4/14-18 piercing or 1d4+1/14-18 bludgeoning damage
6 CP +5 Heavy attack, 3d6+4/14-18 piercing or 2d4+1/14-18 bludgeoning damage
11 CP +5 Full attack, 4d6+8/14-18 piercing or 3d4+5/14-18 bludgeoning damage
Javelin (Ranged)
30ft
5 CP +3 Throw attack, 2d6+1 piercing damage

Reach 5' (15' when attacking with Short Spear)
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2

Armor
Chainmail (7/Slashing, 1/Bludgeoning; AP 60)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +6 (+9)
**Athletics +8 (+11)
Knowledge (Tactics) +2
Perception +4
Ride +4
Treat Injury +2
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Skill Focus (Athletics)
Forceful Strike (When using a Small or smaller melee weapon two-handed, add 1½× the base POW modifier to damage. When wielding a two-handed weapon, add 2× the base POW modifier to damage.)
Favored Type (Piercing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Organization
Solitary or team (1d6+2)

Possessions

Location or faction specific clothing, Small Waist Pack, Chainmail, Steel Helmet, Short Spear, Dagger, 2 Javelins, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Pikeman (Adventurer) (Character Level 3)

Pikeman (Medium Human)

BV 24 **LVL** 3 **CHP** 15 **XHP** 23 **CP** 15 (2 to begin moving)

STR	DEX	CON
15	10	13
INT	WIS	CHA
10	10	8

Initiative +0
Defense 14 (+4 Armor)
Touch 10 | Flat-Footed 14
BAB +3
Grapple +5

Attack(s)

Dagger (Melee)
1 CP +5 Light attack, 1d4–1/14-18 slashing damage
2 CP +5 Standard attack, 1d4+2/14-18 slashing damage
4 CP +5 Heavy attack, 2d4+2/14-18 slashing damage
9 CP +5 Full attack, 3d4+6/14-18 slashing damage
Long Spear (Melee)
3 CP +6 Light attack, 2d8+3/14-18 piercing or 1d8/14-18 bludgeoning damage
4 CP +6 Standard attack, 2d8+6/14-18 piercing or 1d8+3/14-18 bludgeoning damage
6 CP +6 Heavy attack, 3d8+6/14-18 piercing or 2d8+3/14-18 bludgeoning damage
11 CP +6 Full attack, 4d8+10/14-18 piercing or 3d8+7/14-18 bludgeoning damage
Javelin (Ranged)
30ft
5 CP +3 Throw attack, 2d6+2 piercing damage

Reach 5' (20' when attacking with Long Spear)
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2

Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +5 (+10)
**Athletics +6 (+11)
Knowledge (Tactics) +3
Perception +4
Ride +3
Treat Injury +2
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Skill Focus (Athletics)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Favored Type (Piercing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Organization
Solitary or team (1d6+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Breastplate, Steel Helmet, Long Spear, Dagger, 2 Javelins, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Halberdier (Adventurer) (Character Level 4)

Halberdier (Medium Human)

BV 23 **LVL** 4 **CHP** 15 **XHP** 28 **CP** 15 (2 to begin moving)

STR	DEX	CON
15	10	13
INT	WIS	CHA
10	10	9

Initiative +0
Defense 14 (+4 Armor)
Touch 10 | Flat-Footed 14
BAB +4
Grapple +6

Attack(s)

Dagger (Melee)
1 CP +7 Light attack, 1d4+2/14-18 slashing damage
2 CP +7 Standard attack, 1d4+5/14-18 slashing damage
4 CP +7 Heavy attack, 2d4+5/14-18 slashing damage
9 CP +7 Full attack, 3d4+9/14-18 slashing damage
Halberd (Melee)
3 CP +7 Light attack, 2d8+3/14-18 piercing or slashing damage or 1d4/14-18 bludgeoning damage
4 CP +7 Standard attack, 2d8+6/14-18 piercing or slashing damage or 1d4+3/14-18 bludgeoning damage
6 CP +7 Heavy attack, 3d8+6/14-18 piercing or slashing damage or 2d4+3/14-18 bludgeoning damage
11 CP +7 Full attack, 4d8+10/14-18 piercing or slashing damage or 3d4+7/14-18 bludgeoning damage

Reach 5' (15' when attacking with Halberd)
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +3
Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +6 (+11)
**Athletics +8 (+13)
Knowledge (Tactics) +3
Perception +6
Ride +3
Treat Injury +2
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Favored Type (Piercing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Skill Focus (Athletics)
Power Attack (On the character's turn, before making any attacks, the character may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next turn.)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Organization
Solitary or team (1d6+2)

Possessions

Location or faction specific clothing, Small Waist Pack, Breastplate, Steel Helmet, Halberd, Dagger, Concealed Sheath, Bedding, flask (Good Quality Water), dried beef strips

Accomplished Duelist (Adventurer) (Character Level 4)

Accomplished Duelist (Medium Human)

BV 19 **LVL** 4 **CHP** 12 **XHP** 23 **CP** 15

STR	DEX	CON
13	14	10
INT	WIS	CHA
12	12	10

Initiative +2
Defense 12 (+2 DEX, +3 Misc [against one designated opponent])
Touch 12 | Flat-Footed 10
BAB +4
Grapple +5

Attack(s)

Rapier (Melee)
2 CP +7 Light attack, 1d6–2/12-18 piercing damage
3 CP +7 Standard attack, 1d6+1/12-18 piercing damage
5 CP +7 Heavy attack, 2d6+1/12-18 piercing damage
10 CP +7 Full attack, 3d6+5/12-18 piercing damage
Parrying Dagger (Melee)
When used by a character with the Two Weapon Reaction feat, a parrying dagger grants a +2 miscellaneous bonus to DEF, and when fighting defensively or using the parry reaction, the character gets an additional +2 to DEF.
2 CP +5 Light attack, 1d3–2/14-18 piercing damage
3 CP +5 Standard attack, 1d3+1/14-18 piercing damage
5 CP +5 Heavy attack, 2d3+1/14-18 piercing damage
10 CP +5 Full attack, 3d3+5/14-18 piercing damage

Reach 5' (10' when attacking with Rapier)
Fighting Space 5' by 5'
Saves Fort +3 | Ref +5 | Will +2
Armor
Gambeson (3/Bludgeoning, 2/Piercing; AP 30)
Skills
**Acrobatics +13 (+14)
Athletics +7 (+8)
Knowledge (Streetwise) +8
Perception +8
Ride +8
**Stealth +9 (+10)
Feats
Archaic Weapons Proficiency (Fencing Swords) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Acrobatics)
Fencing Martial Arts (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +2 bonus against all Disarm attempts to be disarmed and gains a +1 bonus against all Sunder attempts against their weapon. Character also gains a +2 attack bonus to all called shot attacks against arms and legs made when attacking with the listed weapons and the Critical Threat range for any of these weapons is 13-18.)
Fencing Specialist (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +4 bonus to all Disarm attempts and a +4 bonus to all Sunder attempts, character can also increase the CP cost of an attack with made with a sabre, cutlass, rapier or parrying dagger by 2 CP and make a touch attack with the weapon.)
Two Weapon Melee Fighting (Penalties for fighting with two melee weapons are reduced by 2 for the primary hand and 6 for the off hand.)
Weapon Expertise (Rapier) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Two Weapon Reaction (When wielding a double weapon or two weapons (not including unarmed strikes), user gains a +1 equipment bonus to DEF.)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Fencing Mastery (Rapier) (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the Critical Threat range for the selected weapon is 12-18, and any natural roll of a 15-18 is an automatic hit, character can also make a touch attack with the chosen weapon for no additional CP.)
Organization
Solitary or pair

Possessions
Location or faction specific clothing, Gambeson, Rapier, Parrying Dagger, Concealed Sheath, Tactical Sheath, flask (Good Quality Water), dried beef strips

Ye Olde Bounty Hunter (Adventurer) (Character Level 5)

Ye Olde Bounty Hunter (Medium Human)

BV 17 **LVL** 5 **CHP** 15 **XHP** 36 **CP** 15 (1 to begin moving)

STR	DEX	CON
15	10	13
INT	WIS	CHA
12	14	12

Initiative +0
Defense 11 (+1 Armor)
Touch 11 | Flat-Footed 10
BAB +5
Grapple +7

Attack(s)

Unarmed Strike (Melee)
2 CP +8 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +8 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +8 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +8 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Dagger (Melee)
1 CP +7 Light attack, 1d4–1/14-18 slashing damage
2 CP +7 Standard attack, 1d4+2/14-18 slashing damage
4 CP +7 Heavy attack, 2d4+2/14-18 slashing damage
9 CP +7 Full attack, 3d4+6/14-18 slashing damage
Light Club (Melee)
1 CP +9 Light attack, 1d6–1/14-18 bludgeoning damage
2 CP +9 Standard attack, 1d6+2/14-18 bludgeoning damage
4 CP +9 Heavy attack, 2d6+2/14-18 bludgeoning damage
9 CP +9 Full attack, 3d6+5/14-18 bludgeoning damage
Bolas (Ranged)
10ft, can be used to make a ranged Trip attempt, the user cannot be tripped during their Trip attempt when using this weapon.
5 CP +5 Throw attack, 1d4+2 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +3 | Will +4
Armor
(DR 2/Bludgeoning)
Studded Leather Vest (5/Slashing, 2/Bludgeoning, Piercing; AP 42)
Skills
Acrobatics +7 (+9)
**Athletics +8 (+10)
**Knowledge (Streetwise) +12
Perception +10
Presence +8 (+9 when Intimidating)
Stealth +8 (+10)
Treat Injury +3
Feats
Exotic Melee Weapons Proficiency (Bolas and Throwing Knives/Stars) (Grants proficiency with the chosen weapons.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Simple Weapon Specialist (Light Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Knockout Punch (For 12 CP character may make a single unarmed melee attack at a –2 penalty. If attack is successful character gains +4 damage dice, after the attack the character is considered Flat-Footed for a single round. Damage is non-lethal damage.)
Combat Awareness (The character can spend 1 Combat Point to gain a +1d2 Defense bonus. The character can not spend more Combat Points than their Character Level + 2. The bonus to the character's defense is a dodge bonus.)
Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
Defensive Martial Arts (Character gains 2/Bludgeoning DR.)
Skill Focus (Perception)
Blunt Specialist (When wielding a light club, medium club, heavy club, tool hammer, or sledgehammer, the Critical Threat range is 14-18.)
Skill Focus (Stealth)
Club Martial Arts (When wielding a light club, medium club, or a heavy club, user gains a +2 attack bonus to all attacks, and takes no penalty when performing non-lethal attacks.)
Organization
Solitary or team (1d2+1)

Possessions
Location or faction specific clothing, Utility Belt, Studded Leather Vest, Light Club, Dagger, 2 Bolas, Concealed Sheath, 2 Handcuffs, flask (Good Quality Water), dried beef strips

Mercenary Archer (Adventurer) (Character Level 3)

Mercenary Archer (Medium Human)

BV 15 **LVL** 3 **CHP** 14 **XHP** 21 **CP** 15

STR	DEX	CON
13	14	12
INT	WIS	CHA
11	12	8

Initiative +2
Defense 12 (+2 DEX, +3 Misc [against one designated opponent])
Touch 12 | Flat-Footed 10
BAB +3
Grapple +4

Attack(s)

Dagger (Melee)
2 CP +4 Light attack, 1d4–2/14-18 slashing damage
3 CP +4 Standard attack, 1d4+1/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +4 Full attack, 3d4+5/14-18 slashing damage
Heavy Recurve Bow (Ranged)
35ft (55ft with feat), 1r
3 CP +7 Light Pull attack, 3d4+3 piercing damage (Range increment reduced by 5ft)
4 CP +7 Medium Pull attack, 4d4+3 piercing damage
5 CP +7 Heavy Pull attack, 5d4+3 piercing damage (Range increment increased by 10ft)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +5 | Will +2

Armor
Archer's Vest (8/Piercing, 4/Slashing, 2/Bludgeoning; AP 30)
Leather Helmet (2/Slashing; AP 6)
Skills
**Acrobatics +10 (+11)
Athletics +7 (+8)
Knowledge (Tactics) +3
Perception +5
Ride +4
**Stealth +10 (+11)
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Archery Specialist (–2 to CP cost when attacking with a bow, crossbow, or speargun.)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Double Bowman (Launch 2 arrows at a single target and gain +2 damage dice for a –4 penalty to hit with the attack.)
Skill Focus (Stealth)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Projectile Specialization (Arrows) (When firing a weapon utilizing the chosen projectile, it grants an additional die of damage [accounted for above]. When Enchanting ammunition of this type, reduce the SP cost of the spell by 2.)
Organization
Solitary or team (3d2)

Possessions

Location or faction specific clothing, Small Waist Pack, Archer's Vest, Leather Helmet, Dagger, Heavy Recurve Bow, Concealed Sheath, Quiver, 20 Fieldpoint Arrows, 10 Bodkin Head Arrows, Bedding, flask (Good Quality Water), dried beef strips

Mercenary Axeman (Adventurer) (Character Level 3)

Mercenary Axeman (Medium Human)

BV 18 **LVL** 3 **CHP** 16 **XHP** 28 **CP** 15 (3 to begin moving)

STR	DEX	CON
16	10	14
INT	WIS	CHA
11	12	10

Initiative +0
Defense 15 (+5 Armor)
Touch 10 | Flat-Footed 15
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+3 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+3 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+7 bludgeoning damage (non-lethal)

Dagger (Melee)
2 CP +6 Light attack, 1d4+3/14-18 slashing damage
3 CP +6 Standard attack, 1d4+6/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+6/14-18 slashing damage
10 CP +6 Full attack, 3d4+10/14-18 slashing damage

Hand Axe (Melee)
3 CP +6 Light attack, 2d6+5/15-18 slashing damage
4 CP +6 Standard attack, 2d6+8/15-18 slashing damage
6 CP +6 Heavy attack, 3d6+8/15-18 slashing damage
11 CP +6 Full attack, 4d6+12/15-18 slashing damage

Light Metal Shield (Melee)
Provides one-quarter (¼) cover in one direction, +8 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +5 Light attack, 1d8 bludgeoning damage
4 CP +5 Standard attack, 1d8+3 bludgeoning damage
6 CP +5 Heavy attack, 2d8+3 bludgeoning damage
11 CP +5 Full attack, 3d8+6 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +1 | Will +5
Armor
Scalemail (6/Piercing, Slashing, 5/Bludgeoning, 1/Ballistic; AP 80)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +4 (+8)
**Athletics +7 (+11)
Knowledge (Tactics) +3
Perception +7
Presence +5 (+7 when Intimidating)
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Focused Saving Throw (Will)
Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Organization
Solitary or team (1d3+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Scalemail, Steel Helmet, Hand Axe, Dagger, Light Metal Shield, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Mercenary Greatswordsman (Adventurer) (Character Level 4)

Mercenary Greatswordsman (Medium Human)

BV 22 **LVL** 4 **CHP** 16 **XHP** 34 **CP** 15 (2 to begin moving)

STR	DEX	CON
16	10	14
INT	WIS	CHA
10	10	12

Initiative +0
Defense 14 (+4 Armor)
Touch 10 | Flat-Footed 14
BAB +4
Grapple +7

Attack(s)

Unarmed Strike (Melee)
2 CP +8 Light attack, 1d6 bludgeoning damage (non-lethal)
3 CP +8 Standard attack, 1d6+3 bludgeoning damage (non-lethal)
5 CP +8 Heavy attack, 2d6+3 bludgeoning damage (non-lethal)
10 CP +8 Full attack, 3d6+7 bludgeoning damage (non-lethal)
Dagger (Melee)
1 CP +8 Light attack, 1d4+4/14-18 slashing damage
2 CP +8 Standard attack, 1d4+7/14-18 slashing damage
4 CP +8 Heavy attack, 2d4+7/14-18 slashing damage
9 CP +8 Full attack, 3d4+11/14-18 slashing damage
Great Sword (Melee)
4 CP +9 Light attack, 2d10+6/14-18 slashing damage
5 CP +9 Standard attack, 2d10+9/14-18 slashing damage
7 CP +9 Heavy attack, 3d10+9/14-18 slashing damage
12 CP +9 Full attack, 4d10+13/14-18 slashing damage

Reach 5' (10' when attacking with Great Sword)
Fighting Space 5' by 5'
Saves Fort +5 | Ref +1 | Will +5
Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills
**Acrobatics +6 (+11)
**Athletics +8 (+13)
Craft (Structural) +3
Knowledge (Tactics) +3
Perception +8
Presence +8 (+10 when Intimidating)
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Forceful Strike (When using a Small or smaller melee weapon two-handed, add 1½× the base POW modifier to damage. When wielding a two-handed weapon, add 2× the base POW modifier to damage.)
Focused Saving Throw (Will)
Skill Focus (Athletics)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Organization
Solitary or team (1d2+1)

Possessions

Location or faction specific clothing, Small Waist Pack, Breastplate, Steel Helmet, Great Sword (with Custom Handle), Dagger, Concealed Sheath, Bedding, flask (Good Quality Water), dried beef strips

Mercenary Maceman (Adventurer) (Character Level 3)

Mercenary Maceman (Medium Human)

BV 17 **LVL** 3 **CHP** 16 **XHP** 30 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	9	14
INT	WIS	CHA
10	10	12

Initiative –2
Defense 12 (+3 Armor, –1 DEX)
Touch 9 | Flat-Footed 12
BAB +3
Grapple +5

Attack(s)

Dagger (Melee)
1 CP +5 Light attack, 1d4–1/14-18 slashing damage
2 CP +5 Standard attack, 1d4+2/14-18 slashing damage
4 CP +5 Heavy attack, 2d4+2/14-18 slashing damage
9 CP +5 Full attack, 3d4+6/14-18 slashing damage
Light Mace (Melee)
3 CP +6 Light attack, 1d12+2 bludgeoning damage
4 CP +6 Standard attack, 1d12+5 bludgeoning damage
6 CP +6 Heavy attack, 2d12+5 bludgeoning damage
11 CP +6 Full attack, 3d12+9 bludgeoning damage
Heavy Wood Shield (Melee)
+3 dodge bonus when fighting defensively, +6 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +6 Light attack, 1d4+2 bludgeoning damage
3 CP +6 Standard attack, 1d4+5 bludgeoning damage
5 CP +6 Heavy attack, 2d4+5 bludgeoning damage
10 CP +6 Full attack, 3d4+9 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'

Saves Fort +7 | Ref –1 | Will +1
Armor
Chainmail (7/Slashing, 1/Bludgeoning; AP 60)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +4 (+7)
**Athletics +6 (+9)
Knowledge (Tactics) +2
Perception +7
Presence +4 (+6 when Intimidating)
Feats
Archaic Weapons Proficiency (Maces) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Favored Type (Bludgeoning) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Focused Saving Throw (Fortitude)
Simple Weapon Specialist (Dagger/Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Simple Weapon Specialist (Heavy Wood Shield) (–1 to CP cost when attacking with the chosen simple weapon.)
Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
Organization
Solitary or team (1d2+3)

Possessions
Location or faction specific clothing, Small Waist Pack, Chainmail, Steel Helmet, Light Mace, Dagger, Heavy Wood Shield, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Mercenary Swordsman (Adventurer) (Character Level 3)

Mercenary Swordsman (Medium Human)

BV 16 **LVL** 3 **CHP** 14 **XHP** 24 **CP** 15 (1 to begin moving)

STR	DEX	CON
14	14	12
INT	WIS	CHA
11	12	10

Initiative +5
Defense 13 (+1 Armor, +2 DEX)
Touch 12 | Flat-Footed 11
BAB +3
Grapple +5

Attack(s)

Dagger (Melee)
2 CP +6 Light attack, 1d4+2/14-18 slashing damage
3 CP +6 Standard attack, 1d4+5/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+5/14-18 slashing damage
10 CP +6 Full attack, 3d4+9/14-18 slashing damage
Broadsword (Melee)
2 CP +6 Light attack, 1d6+2/13-18 slashing damage
3 CP +6 Standard attack, 1d6+5/13-18 slashing damage
5 CP +6 Heavy attack, 2d6+5/13-18 slashing damage
10 CP +6 Full attack, 3d6+9/13-18 slashing damage
Heavy Wood Shield (Melee)
+3 dodge bonus when fighting defensively, +6 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +5 Light attack, 1d4–1 bludgeoning damage
4 CP +5 Standard attack, 1d4+2 bludgeoning damage
6 CP +5 Heavy attack, 2d4+2 bludgeoning damage
11 CP +5 Full attack, 3d4+6 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'
Saves Fort +3 | Ref +7 | Will +2
Armor
Copper Scaled Linothorax (6/Piercing, 3/Slashing, 1/Bludgeoning; AP 56)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +8 (+10)
**Athletics +8 (+10)
Knowledge (Tactics) +3
Perception +7
Ride +4
Stealth +4 (+6)
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Acrobatics)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Focused Saving Throw (Reflex)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Organization
Solitary or team (1d4+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Copper Scaled Linothorax, Steel Helmet, Broadsword, Dagger, Heavy Wood Shield, Concealed Sheath, Tactical Sheath, Bedding, flask (Good Quality Water), dried beef strips

Mercenary Pikeman (Adventurer) (Character Level 3)

Mercenary Pikeman (Medium Human)

BV 22 **LVL** 3 **CHP** 15 **XHP** 23 **CP** 15 (2 to begin moving)

STR	DEX	CON
15	11	13
INT	WIS	CHA
11	12	10

Initiative +3
Defense 14 (+4 Armor)
Touch 10 | Flat-Footed 14
BAB +3
Grapple +5

Attack(s)

Dagger (Melee)
2 CP +5 Light attack, 1d4/14-18 slashing damage
3 CP +5 Standard attack, 1d4+3/14-18 slashing damage
5 CP +5 Heavy attack, 2d4+3/14-18 slashing damage
10 CP +5 Full attack, 3d4+7/14-18 slashing damage
Long Spear (Melee)
3 CP +6 Light attack, 2d8+4/14-18 piercing or 1d8+1/14-18 bludgeoning damage
4 CP +6 Standard attack, 2d8+7/14-18 piercing or 1d8+4/14-18 bludgeoning damage
6 CP +6 Heavy attack, 3d8+7/14-18 piercing or 2d8+4/14-18 bludgeoning damage
11 CP +6 Full attack, 4d8+11/14-18 piercing or 3d8+8/14-18 bludgeoning damage

Reach 5' (20' when attacking with Long Spear)
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +3
Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills
**Acrobatics +2 (+7)
**Athletics +5 (+10)
Craft (Structural) +2
Knowledge (Tactics) +3
Perception +4
Ride +4
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Forceful Strike (When using a Small or smaller melee weapon two-handed, add 1½× the base POW modifier to damage. When wielding a two-handed weapon, add 2× the base POW modifier to damage.)
Favored Type (Piercing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Organization
Solitary or team (1d4+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Breastplate, Steel Helmet, Long Spear, Dagger, Concealed Sheath, Bedding, flask (Good Quality Water), dried beef strips

Modern Insurgents

Insurgent Recruit, Rifle (Character Level 1)

Insurgent Recruit (Medium Human)

BV 27 **LVL** 1 **CHP** 14 **XHP** 11 **CP** 15

STR	DEX	CON
13	11	12
INT	WIS	CHA
10	9	8

Initiative +0
Defense 10
Touch 10 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Survival Knife (Melee)
2 CP +2 Light attack, 1d4–2/14-18 slashing damage
3 CP +2 Standard attack, 1d4+1/14-18 slashing damage
5 CP +2 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +2 Full attack, 3d4+5/14-18 slashing damage
ArmaLite AR-18 (Ranged) (5.56x45mm) (SL/Auto(F))
80ft, 30r
6 CP +2 Single Shot attack, 5d4 ballistic damage
2 CP –4 Potshot attack, 5d4 ballistic damage
5 CP –1 Double Tap attack, 7d4 ballistic damage
5 CP –7 12R Autofire attack, 6d4 ballistic damage
4 CP –4 6R Burst attack, 9d4 ballistic damage
3 CP –10 12R Sprayfire attack, 10d4 ballistic damage
3 CP –10 18R Sweepfire attack, 6d4 ballistic damage, 40ft cone
Beretta 92FS (Ranged) (9x19mm) (DA/SA)
35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, –1 penalty to Stealth checks to hide this weapon.
5 CP +1 Single Shot attack, 2d6 ballistic damage
4 CP –5 Potshot attack, 2d6 ballistic damage
6 CP –1 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +0 | Will –1
Armor
None
Skills
Acrobatics +3
Athletics +4
Drive +2
Knowledge (Streetwise) +3
Perception +3
Stealth +4
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Stealth)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Organization
Solitary or team (1d4+2 plus 1d2 other insurgent recruits)

Possessions

Faction specific clothing, balaclava, Backpack, LBE Gear Rifle Rig, Survival Knife, ArmaLite AR-18 (with a Bayonet Lug, a Fixed Folding Stock, and a Patrol Sling), Beretta 92FS, 4 30 round AR-18 magazines loaded with 30 rounds of 5.56x45mm FMJ, 3 15 round 92FS magazines loaded with 15 rounds of 9x19mm FMJ, Concealed Sheath, Tactical Holster, Basic Radio, Standard Flashlight

Insurgent Recruit, Carbine (Character Level 1)

Insurgent Recruit (Medium Human)

BV 26 **LVL** 1 **CHP** 14 **XHP** 11 **CP** 15

STR	DEX	CON
13	11	12
INT	WIS	CHA
10	9	8

Initiative +0
Defense 10
Touch 10 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Survival Knife (Melee)
2 CP +2 Light attack, 1d4–2/14-18 slashing damage
3 CP +2 Standard attack, 1d4+1/14-18 slashing damage
5 CP +2 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +2 Full attack, 3d4+5/14-18 slashing damage
AKS-74U (Ranged) (5.45x39mm) (SL/Auto(M))
65ft, 30r, +30% Error Range with Surplus ammunition.
6 CP +2 Single Shot attack, 4d4+2 ballistic damage
2 CP –4 Potshot attack, 4d4+2 ballistic damage
5 CP –1 Double Tap attack, 6d4+2 ballistic damage
5 CP –5 10R Autofire attack, 4d4+2 ballistic damage
4 CP –2 5R Burst attack, 7d4+2 ballistic damage
3 CP –8 10R Sprayfire attack, 8d4+2 ballistic damage
3 CP –8 15R Sweepfire attack, 4d4+2 ballistic damage, 35ft cone
PM (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
5 CP +1 Single Shot attack, 2d4+1 ballistic damage
4 CP –5 Potshot attack, 2d4+1 ballistic damage
6 CP +0 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +0 | Will –1
Armor
None
Skills
Acrobatics +3
Athletics +4
Drive +2
Knowledge (Streetwise) +3
Perception +3
Stealth +6
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Stealth)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Organization
Solitary or team (1d4+2 plus 1d2 other insurgent recruits)

Possessions

Faction specific clothing, shemagh, Backpack, LBE Gear Rifle Rig, Survival Knife, AKS-74U (with a Fixed Folding Stock, a Patrol Sling, and a Threaded Barrel), PM, 4 30 round 5.45 AK magazines loaded with 30 rounds of 5.45x39mm Surplus, 3 8 round Makarov magazines loaded with 8 rounds of 9x18mm PM FMJ, Concealed Sheath, Tactical Holster, Basic Radio

Insurgent Recruit, Rifle (Character Level 1)

Insurgent Recruit (Medium Human)

BV 26 **LVL** 1 **CHP** 14 **XHP** 10 **CP** 15

STR	DEX	CON
12	11	12
INT	WIS	CHA
10	9	8

Initiative +0
Defense 10
Touch 10 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Survival Knife (Melee)
2 CP +2 Light attack, 1d4–2/14-18 slashing damage
3 CP +2 Standard attack, 1d4+1/14-18 slashing damage
5 CP +2 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +2 Full attack, 3d4+5/14-18 slashing damage
AK-74 (Ranged) (5.45x39mm) (SL/Auto(M))
75ft, 30r, +30% Error Range with Surplus ammunition.
6 CP +2 Single Shot attack, 4d4+2 ballistic damage
2 CP –4 Potshot attack, 4d4+2 ballistic damage
5 CP –2 Double Tap attack, 6d4+2 ballistic damage
5 CP –6 10R Autofire attack, 4d4+2 ballistic damage
4 CP –3 5R Burst attack, 7d4+2 ballistic damage
3 CP –9 10R Sprayfire attack, 8d4+2 ballistic damage
3 CP –9 15R Sweepfire attack, 4d4+2 ballistic damage, 35ft cone
PM (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
5 CP +1 Single Shot attack, 2d4+1 ballistic damage
4 CP –5 Potshot attack, 2d4+1 ballistic damage
6 CP –1 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +0 | Will –1
Armor
None
Skills
Acrobatics +3
Athletics +4
Drive +2
Knowledge (Streetwise) +3
Perception +3
Stealth +3
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary or team (1d4+2 plus 1d2 other insurgent recruits)

Possessions

Faction specific clothing, shemagh, Backpack, LBE Gear Rifle Rig, Survival Knife, AK-74 (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and a Threaded Barrel), PM, 4 30 round 5.45 AK magazines loaded with 30 rounds of 5.45x39mm Surplus, 3 8 round Makarov magazines loaded with 8 rounds of 9x18mm PM FMJ, Concealed Sheath, Tactical Holster, Basic Radio

Insurgent Rifleman (Character Level 2)

Insurgent Rifleman (Medium Human)

BV 33 **LVL** 2 **CHP** 14 **XHP** 17 **CP** 15

STR	DEX	CON
14	10	12
INT	WIS	CHA
10	9	8

Initiative +0
Defense 10
Touch 10 | Flat-Footed 10
BAB +2
Grapple +4

Attack(s)

Survival Knife (Melee)
2 CP +4 Light attack, 1d4–1/14-18 slashing damage
3 CP +4 Standard attack, 1d4+2/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+2/14-18 slashing damage
10 CP +4 Full attack, 3d4+6/14-18 slashing damage
G3A3 (Ranged) (7.62x51mm) (SL/3RB/Auto(M))
85ft, 20r
6 CP +3 Single Shot attack, 5d6 ballistic damage
2 CP –3 Potshot attack, 5d6 ballistic damage
5 CP +0 Double Tap attack, 7d6 ballistic damage
5 CP –4 10R Autofire attack, 5d6 ballistic damage
4 CP –1 3R Burst attack, 8d6 ballistic damage
4 CP –1 5R Burst attack, 8d6 ballistic damage
3 CP –7 10R Sprayfire attack, 9d6 ballistic damage
3 CP –7 15R Sweepfire attack, 5d6 ballistic damage, 35ft cone
PM (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
4 CP +3 Single Shot attack, 2d4+1 ballistic damage
3 CP –3 Potshot attack, 2d4+1 ballistic damage
5 CP +3 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will –1
Armor
None
Skills
Acrobatics +4
Athletics +6
Drive +3
Knowledge (Streetwise) +2
Perception +2
Stealth +6
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Stealth)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary or team (1d4 plus 1d2 other insurgent recruits)

Possessions

Faction specific clothing, balaclava, Backpack, LBE Gear Rifle Rig, Survival Knife, H&K G3A3 (with a Bayonet Lug, a Fixed Stock, and a Threaded Barrel), PM, 4 20 round G3 magazines loaded with 20 rounds of 7.62x51mm FMJ, 3 8 round Makarov magazines loaded with 8 rounds of 9x18mm PM FMJ, Concealed Sheath, Tactical Holster, Basic Radio, Standard Flashlight

Insurgent Rifleman (Character Level 2)

Insurgent Rifleman (Medium Human)

BV 31 **LVL** 2 **CHP** 15 **XHP** 15 **CP** 15

STR	DEX	CON
13	12	13
INT	WIS	CHA
10	10	10

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-Footed 11
BAB +2
Grapple +3

Attack(s)

Survival Knife (Melee)
2 CP +3 Light attack, 1d4–2/14-18 slashing damage
3 CP +3 Standard attack, 1d4+1/14-18 slashing damage
5 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +3 Full attack, 3d4+5/14-18 slashing damage
AKM (Ranged) (7.62x39mm) (SL/Auto(M))
70ft, 30r, +30% Error Range with Surplus ammunition.
6 CP +4 Single Shot attack, 4d6+2 ballistic damage
2 CP –2 Potshot attack, 4d6+2 ballistic damage
5 CP +0 Double Tap attack, 6d6+2 ballistic damage
5 CP –4 10R Autofire attack, 4d6+2 ballistic damage
4 CP –1 5R Burst attack, 7d6+2 ballistic damage
3 CP –7 10R Sprayfire attack, 8d6+2 ballistic damage
3 CP –7 15R Sweepfire attack, 4d6+2 ballistic damage, 35ft cone
PM (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
5 CP +3 Single Shot attack, 2d4+1 ballistic damage
4 CP –3 Potshot attack, 2d4+1 ballistic damage
6 CP +3 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +1
Armor
Undercover Vest (10/Ballistic; AP 30)
Skills
Acrobatics +4 (+5)
Athletics +6 (+7)
Drive +3
Knowledge (Streetwise) +3
Perception +6
Stealth +5 (+6)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Skill Focus (Stealth)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Athletics)
Organization
Solitary or team (1d4 plus 1d2 other insurgent recruits)

Possessions

Faction specific clothing, shemagh, Backpack, Undercover Vest, LBE Gear Rifle Rig, Survival Knife, AKM (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and a Threaded Barrel), PM, 4 30 round 7.62 AK magazines loaded with 30 rounds of 7.62x39mm Surplus, 3 8 round Makarov magazines loaded with 8 rounds of 9x18mm PM FMJ, Concealed Sheath, Tactical Holster, Basic Radio

Insurgent Rifleman (Character Level 2)

Insurgent Rifleman (Medium Human)

BV 32 **LVL** 2 **CHP** 15 **XHP** 15 **CP** 15

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	10	10

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-Footed 11
BAB +2
Grapple +4

Attack(s)

Survival Knife (Melee)
2 CP +4 Light attack, 1d4–1/14-18 slashing damage
3 CP +4 Standard attack, 1d4+2/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+2/14-18 slashing damage
10 CP +4 Full attack, 3d4+6/14-18 slashing damage
FN FAL (Ranged) (7.62x51mm) (SL/Auto(M))
80ft, 20r
6 CP +4 Single Shot attack, 5d6 ballistic damage
2 CP –2 Potshot attack, 5d6 ballistic damage
5 CP +1 Double Tap attack, 7d6 ballistic damage
5 CP –3 10R Autofire attack, 5d6 ballistic damage
4 CP +0 5R Burst attack, 8d6 ballistic damage
3 CP –6 10R Sprayfire attack, 9d6 ballistic damage
3 CP –6 15R Sweepfire attack, 5d6 ballistic damage, 35ft cone
Browning Hi-Power (Ranged) (9x19mm) (SA)
30ft, 13r
5 CP +4 Single Shot attack, 2d6 ballistic damage
4 CP –2 Potshot attack, 2d6 ballistic damage
6 CP +2 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +1
Armor
Undercover Vest (10/Ballistic; AP 30)
Skills
Acrobatics +5 (+6)
Athletics +6 (+7)
Drive +3
Knowledge (Streetwise) +3
Perception +6
Stealth +5 (+6)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Skill Focus (Stealth)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Athletics)
Organization
Solitary or team (1d4 plus 1d2 other insurgent recruits)

Possessions

Faction specific clothing, balaclava, Backpack, LBE Gear Rifle Rig, Undercover Vest, Survival Knife, FN FAL (with a Bipod, a Fixed Stock, and a Threaded Barrel), Browning Hi-Power, 4 20 round FAL magazines loaded with 20 rounds of 7.62x51mm FMJ, 2 13 round Browning Hi-Power (9x19mm) magazines loaded with 13 rounds of 9x19mm FMJ, Concealed Sheath, Tactical Holster, Basic Radio, Standard Flashlight

Insurgent Skirmisher (Character Level 3)

Insurgent Skirmisher (Medium Human)

BV 28 **LVL** 3 **CHP** 14 **XHP** 20 **CP** 15

STR	DEX	CON
13	14	12
INT	WIS	CHA
10	10	10

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +3
Grapple +4

Attack(s)

Survival Knife (Melee)
2 CP +4 Light attack, 1d4–2/14-18 slashing damage
3 CP +4 Standard attack, 1d4+1/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +4 Full attack, 3d4+5/14-18 slashing damage
AK-74 (Ranged) (5.45x39mm) (SL/Auto(M))
75ft, 30r, +30% Error Range with Surplus ammunition.
6 CP +6 Single Shot attack, 4d4+2 ballistic damage
2 CP +0 Potshot attack, 4d4+2 ballistic damage
5 CP +3 Double Tap attack, 6d4+2 ballistic damage
5 CP +3 10R Autofire attack, 4d4+2 ballistic damage
4 CP +4 5R Burst attack, 7d4+2 ballistic damage
3 CP –1 10R Sprayfire attack, 8d4+2 ballistic damage
3 CP –1 15R Sweepfire attack, 4d4+2 ballistic damage, 35ft cone
CZ 75 (Ranged) (9x19mm) (DA/SA)
30ft, 16r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
5 CP +5 Single Shot attack, 2d6 ballistic damage
4 CP –1 Potshot attack, 2d6 ballistic damage
6 CP +3 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +5 | Will +2
Armor
None
Skills
Acrobatics +6
Athletics +8
§Drive +5
Knowledge (Streetwise) +4
Perception +6
Stealth +8
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Skill Focus (Stealth)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Athletics)
Organization
Solitary or team (1d4 plus 1d2 other insurgent recruits)

Possessions

Faction specific clothing, shemagh, Backpack, LBE Gear Rifle Rig, Survival Knife, AK-74 (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and a Threaded Barrel), CZ 75, 3 30 round 5.45 AK magazines loaded with 30 rounds of 5.45x39mm Surplus, 1 30 round 5.45 AK magazine loaded with 30 rounds of 5.45x39mm AP, 1 10 round CZ 75 magazine loaded with 10 rounds of 9x19mm FMJ, 1 16 round CZ 75 magazine loaded with 16 rounds of 9x19mm FMJ, Concealed Sheath, Tactical Holster, Basic Radio

Insurgent Heavy Weapons Specialist (Character Level 3)

Heavy Weapons Specialist (Medium Human)

BV 49 **LVL** 3 **CHP** 14 **XHP** 22 **CP** 15

STR	DEX	CON
14	12	12
INT	WIS	CHA
10	10	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +3
Grapple +5

Attack(s)

AKS-74U (Ranged) (5.45x39mm) (SL/Auto(M))
65ft, 30r, +30% Error Range with Surplus ammunition.
6 CP +5 Single Shot attack, 4d4+2 ballistic damage
2 CP –1 Potshot attack, 4d4+2 ballistic damage
5 CP +3 Double Tap attack, 6d4+2 ballistic damage
5 CP +3 10R Autofire attack, 4d4+2 ballistic damage
4 CP +4 5R Burst attack, 7d4+2 ballistic damage
3 CP –1 10R Sprayfire attack, 8d4+2 ballistic damage
3 CP –1 15R Sweepfire attack, 4d4+2 ballistic damage, 35ft cone
RPG-7 (Ranged) (Fragmentation Rocket) (Single)
150ft (20ft blast radius), 1r
7 CP +4 Single Shot attack, 10d12 slashing damage
3 CP –2 Potshot attack, 10d12 slashing damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +2

Armor
None
Skills
Acrobatics +6
Athletics +8
Drive +3
Knowledge (Streetwise) +3
Perception +4
Stealth +2
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Explosive Weapons Specialist (–1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)
Organization
Solitary or team (1d2 plus 1d3 other insurgent recruits)

Possessions

Faction specific clothing, shemagh, Backpack, LBE Gear Rifle Rig, AKS-74U (with a Fixed Folding Stock, a Patrol Sling, and a Threaded Barrel), RPG-7, 5 30 round 5.45 AK magazines loaded with 30 rounds of 5.45x39mm Surplus, 2 Fragmentation Rockets, Basic Radio, Standard Flashlight

Insurgent Bombmaker (Criminal) (Character Level 3)

Insurgent Bombmaker (Medium Human)

BV 14† **LVL** 3 **CHP** 13 **XHP** 13 **CP** 15

STR	DEX	CON
10	13	11
INT	WIS	CHA
12	10	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +3
Grapple +3

Attack(s)

Pocket Knife (Melee)
1 CP +3 Light attack, 1d4–3/15-18 piercing damage
2 CP +3 Standard attack, 1d4/15-18 piercing damage
4 CP +3 Heavy attack, 2d4/15-18 piercing damage
9 CP +3 Full attack, 3d4+4/15-18 piercing damage
PM (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
4 CP +4 Single Shot attack, 2d4+1 ballistic damage
3 CP –2 Potshot attack, 2d4+1 ballistic damage
5 CP –1 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +1 | Ref +4 | Will +1
Armor
Flak Vest (3/Slashing; AP 21)

Skills
Acrobatics +7
*§Craft (Chemical) +12
Demolitions +10
*§Disable Device +12
Knowledge (Physical Sciences) +8
Knowledge (Streetwise) +8
Knowledge (Technology) +6
Perception +6
Stealth +8
§Technology Use +4
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Craft (Chemical))
Skill Focus (Perception)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Demolitions)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Simple Weapon Specialist (Pocket Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Skill Focus (Knowledge (Physical Sciences))
Organization
Solitary

†Battle Value can vary based on raw explosive material(s) possessed and the utilization thereof.

Possessions

Faction specific clothing, Backpack, Flak Vest, Pocket Knife (with Retractable upgrade), PM, 4 8 round Makarov magazines loaded with 8 rounds of 9x18mm PM FMJ, Tactical Holster, Basic Radio, Standard Flashlight, Small Demolitions Kit, Radio Detonator, Tripwire Detonator, Raw Explosive Material(s) (GM's choice), Pack of 20 Cigarettes

Insurgent Marksman (Character Level 4)

Insurgent Marksman (Medium Human)

BV 28 **LVL** 4 **CHP** 14 **XHP** 24 **CP** 15

STR	DEX	CON
13	14	12
INT	WIS	CHA
10	10	10

Initiative +2
Defense 12 (+2 DEX, +3 Misc [against one designated opponent])
Touch 12 | Flat-Footed 10
BAB +4
Grapple +5

Attack(s)

Folding Bayonet (Melee)
3 CP +1 Light attack, 1d6–2 piercing damage
4 CP +1 Standard attack, 1d6+1 piercing damage
6 CP +1 Heavy attack, 2d6+1 piercing damage
11 CP +1 Full attack, 3d6+5 piercing damage
SKS-45 (Ranged) (7.62x39mm) (SL)
70ft (105ft with optic) (must spend 6 CP to sight in a target), 10r, +30% Error Range with Surplus ammunition.
6 CP +7 Single Shot attack, 4d6+2 ballistic damage
2 CP +1 Potshot attack, 4d6+2 ballistic damage
5 CP +3 Double Tap attack, 6d6+2 ballistic damage
CZ 75 (Ranged) (9x19mm) (DA/SA)
30ft, 16r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
4 CP +7 Single Shot attack, 2d6 ballistic damage
3 CP +1 Potshot attack, 2d6 ballistic damage
5 CP +5 Double Tap attack, 3d6 ballistic damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +6 Throw attack 5d6 slashing damage

Reach 5' (10' when attacking with folding bayonet, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort +4 | Ref +6 | Will +3

Armor
None
Skills
Acrobatics +9
Athletics +9
§Drive +3
Knowledge (Tactics) +3
Knowledge (Streetwise) +4
Perception +8
Stealth +9
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Stealth)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Skill Focus (Athletics)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)
Simple Weapon Specialist (one of the GM's choice) (–1 to CP cost when attacking with the chosen simple weapon.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary or pair

Possessions

Faction specific clothing, shemagh, Backpack, LBE Gear Rifle Rig, SKS-45 (with a Fixed Stock, a Folding Bayonet, an Optic Mount, a Patrol Sling, and a 4x Telescopic Sight), CZ 75, Fragmentation Grenade, 3 10 round stripper clips loaded with 10 rounds of 7.62x39mm Surplus, 1 16 round CZ 75 magazine loaded with 16 rounds of 9x19mm FMJ, Tactical Holster, Basic Radio, Standard Flashlight

Insurgent Machine Gunner (Character Level 4)

Machine Gunner (Medium Human)

BV 38 **LVL** 4 **CHP** 16 **XHP** 34 **CP** 15

STR	DEX	CON
15	10	14
INT	WIS	CHA
10	10	10

Initiative +0
Defense 11 (+1 Armor)
Touch 10 | Flat-Footed 11
BAB +4
Grapple +6

Attack(s)

RPK (Ranged) (7.62x39mm) (SL/Auto(M))
90ft, 75r, 10% Error Range, +30% Error Range with Surplus ammunition.
6 CP +4 Single Shot attack, 4d6+2 ballistic damage
2 CP –2 Potshot attack, 4d6+2 ballistic damage
5 CP +2 Double Tap attack, 6d6+2 ballistic damage
5 CP +2 10R Autofire attack, 4d6+2 ballistic damage
4 CP +3 5R Burst attack, 7d6+2 ballistic damage
3 CP –1 10R Sprayfire attack, 8d6+2 ballistic damage
3 CP +0 15R Sweepfire attack, 4d6+2 ballistic damage, 40ft cone

PM (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
4 CP +5 Single Shot attack, 2d4+1 ballistic damage
3 CP –1 Potshot attack, 2d4+1 ballistic damage
5 CP +5 Double Tap attack, 3d4+1 ballistic damage

Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +4 Throw attack 5d6 slashing damage

Defensive Grenade (Ranged)
10ft (25ft blast radius)
5 CP +4 Throw attack 3d4 slashing damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +1 | Will +2

Armor
Undercover Vest (10/Ballistic; AP 30)

Skills
Acrobatics +4 (+5)
Athletics +8 (+9)
Drive +2
Knowledge (Streetwise) +2
Knowledge (Tactics) +2
Perception +4
Stealth +4 (+5)

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Machine Gun Specialist (–1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
General Purpose Machine Gunner (Grants proficiency with GPMGs.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)
Sling Steady (+2 bonus to single shot attacks while using a firearm with an attached sling that is worn around the user. The character may not use this feat if using a bipod or tripod to steady the weapon.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization
Solitary or team (1d2 plus 1d3 other insurgent recruits)

Possessions

Faction specific clothing, balaclava, Backpack, Undercover Vest, RPK (with a Bipod, a Fixed Stock, and a Patrol Sling), PM, 2 Fragmentation Grenades, 2 Defensive Grenades, 3 75 round 7.62 AK magazines loaded with 75 rounds of 7.62x39mm Surplus, 3 8 round Makarov magazines loaded with 8 rounds of 9x18mm PM FMJ, Grenade Bandolier, Tactical Holster/Caddy, Basic Radio

Modern Criminals

Gang Member Thug (Criminal) (Character Level 1)

Gang Member Thug (Medium Human)

BV 8 **LVL** 1 **CHP** 14 **XHP** 10 **CP** 15

STR	DEX	CON
12	10	12
INT	WIS	CHA
10	10	9

Initiative +0
Defense 10
Touch 10 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Unarmed Strike (Melee)
2 CP +3 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +3 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +3 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Pocket Knife (Melee)
1 CP +2 Light attack, 1d4–2/15-18 piercing damage
2 CP +2 Standard attack, 1d4+1/15-18 piercing damage
4 CP +2 Heavy attack, 2d4+3/15-18 piercing damage
9 CP +2 Full attack, 3d4+5/15-18 piercing damage
Hi-Point Model 915 (Ranged) (9x19mm) (PA)
25ft, 8r, 10% Error Range, –1 penalty to Stealth checks to hide this weapon.
5 CP +2 Single Shot attack, 2d6 ballistic damage
4 CP –4 Potshot attack, 2d6 ballistic damage
6 CP –2 Double Tap attack, 3d6 ballistic damage

Reach 5'

Fighting Space 5' by 5'
Saves Fort +2 | Ref +1 | Will +0
Armor
None
Skills
Athletics +4
§Drive +2
**Knowledge (Streetwise) +5
Perception +2
**Presence +2
Stealth +3
Feats
Simple Weapon Specialist (Pocket Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Improvised Weapon Proficiency (Character is considered proficient with all improvised weapons that the character would not be proficient with under normal means. The GM decides which improvised weapon fits into which category. Chance of improvised weapon breaking is reduced to 20%. Character must be proficient with the non-improvised version of the weapon, in order to take advantage of this feat.)
Organization
Solitary, pair, or gang (3d3)

Possessions
Casual Clothes with gang colors/markings, Pocket Knife (with Retractable upgrade), Hi-Point Model 915, 2 8 round Hi-Point 9mm magazines loaded with 8 rounds of 9x19mm FMJ, Standard Smartphone, dimebag of Weak Cannabis, Mid-sized car (with early 1990s gangsta rap CDs talking about the thug life), 2d4 WP in cash

Drug Dealer (Criminal) (Ordinary Level 1)

Drug Dealer (Medium Human)

BV 8 **LVL** 1 **CHP** 12 **XHP** 6 **CP** 15

STR	DEX	CON
10	14	10
INT	WIS	CHA
11	12	9

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +1
Grapple +1

Attack(s)

Pocket Knife (Melee)
1 CP +1 Light attack, 1d4–3/15-18 piercing damage
2 CP +1 Standard attack, 1d4/15-18 piercing damage
4 CP +1 Heavy attack, 2d4/15-18 piercing damage
9 CP +1 Full attack, 3d4+4/15-18 piercing damage
Kel-Tec PF-9 (Ranged) (9x19mm) (DAO)
20ft, 7r, 5% Error Range, +2 bonus to Stealth checks to hide this weapon.
5 CP +3 Single Shot attack, 2d6 ballistic damage
4 CP –3 Potshot attack, 2d6 ballistic damage
6 CP –2 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +0 | Ref +2 | Will +1
Armor
None
Skills
Acrobatics +4
§Drive +8
**Knowledge (Streetwise) +10
Perception +6
**Stealth +6
Feats
Simple Weapon Specialist (Pocket Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Skill Focus (Knowledge (Streetwise))
Skill Focus (Perception)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Organization
Solitary

Possessions

Casual Clothes, Coat (hoodie), Pocket Knife (with Retractable upgrade), Kel-Tec PF-9, 2 7 round PF-9 magazines loaded with 7 rounds of 9x19mm FMJ, Undercover Holster, Standard Smartphone, baggie of normal Cannabis (0.1 lbs.), baggie of MDMA (1d6 pills), 3d10 WP (of broken homes and shattered dreams) in cash

Amateur Bank Robber (Criminal) (Character Level 1)

Amateur Bank Robber (Medium Human)

BV 12 **LVL** 1 **CHP** 14 **XHP** 10 **CP** 15

STR	DEX	CON
12	12	12
INT	WIS	CHA
9	10	9

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Unarmed Strike (Melee)
2 CP +3 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +3 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +3 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Intratec TEC-9 (Ranged) (9x19mm) (OB: SL)
30ft, 32r, 25% Error Range.
6 CP +0 Single Shot attack, 2d6 ballistic damage
4 CP –6 Potshot attack, 2d6 ballistic damage
6 CP –3 Double Tap attack, 3d6 ballistic damage
Jiminez J.A. NINE (Ranged) (9x19mm) (SA)
30ft, 12r, 20% Error Range.
5 CP +3 Single Shot attack, 2d6 ballistic damage
4 CP –3 Potshot attack, 2d6 ballistic damage
6 CP –1 Double Tap attack, 3d6 ballistic damage

Reach 5'

Fighting Space 5' by 5'
Saves Fort +2 | Ref +2 | Will +0
Armor
None
Skills
Acrobatics +4
§Drive +4
**Knowledge (Streetwise) +4
Perception +2
**Stealth +3
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Street Fighting (Once per round, if the character makes a successful melee attack with an unarmed strike or a Small or smaller weapon (including size decreases from equipment, but not from feats or racial traits) the character deals an extra 2 damage dice of damage.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Organization
Solitary

Possessions
Casual Clothes, ski mask, Intratec TEC-9 (with a Threaded Barrel), Jimenez J.A. NINE, 1 32 round Intratec TEC-9 magazine loaded with 32 rounds of 9x19mm FMJ, 2 12 round Jiminez J.A. NINE magazines loaded with 12 rounds of 9x19mm FMJ, 2d4 WP in cash

Semi-Pro Bank Robber (Criminal) (Character Level 2)

Semi-Pro Bank Robber (Medium Human)

BV 17 **LVL** 2 **CHP** 16 **XHP** 18 **CP** 15

STR	DEX	CON
14	10	14
INT	WIS	CHA
10	10	10

Initiative +0
Defense 10
Touch 10 | Flat-Footed 10
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Ingram MAC-10 (Ranged) (9x19mm) (OB: SL/Auto(F))
30ft, 32r, 5% Error Range.
6 CP +0 Single Shot attack, 2d6 ballistic damage
3 CP –6 Potshot attack, 2d6 ballistic damage
6 CP +1 Double Tap attack, 3d6 ballistic damage
6 CP –1 12R Autofire attack, 3d6 ballistic damage
5 CP –1 6R Burst attack, 5d6 ballistic damage
4 CP –5 12R Sprayfire attack, 7d6 ballistic damage
4 CP –5 18R Sweepfire attack, 3d6 ballistic damage, 15ft cone

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +1 | Will +1
Armor
None
Skills
Acrobatics +6
§Drive +3
**Knowledge (Streetwise) +6
Perception +2
Presence +3 (+5 when Intimidating)
**Stealth +5
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Street Fighting (Once per round, if the character makes a successful melee attack with an unarmed strike or a Small or smaller weapon (including size decreases from equipment, but not from feats or racial traits) the character deals an extra 2 damage dice of damage.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Solitary or pair

Possessions
Track suit, ski mask, Ingram MAC-10 (9x19mm) (with an Integral Stock, a Low Quality Level 2 Suppressor, and a Threaded Barrel), 32 round Ingram MAC-10 9mm magazine loaded with 32 rounds of 9x19mm FMJ, 2d4 WP in cash

Professional Bank Robber (Criminal) (Character Level 4)

Professional Bank Robber (Medium Human)

BV 24 **LVL** 4 **CHP** 16 **XHP** 33 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	12	14
INT	WIS	CHA
12	14	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +4
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Serbu Super-Shorty (Ranged) (12 Gauge) (Pump)
20ft, 2r
5 CP +6 Single Shot attack, 5d6 ballistic damage
3 CP +0 Potshot attack, 5d6 ballistic damage
Beretta 92FS (Ranged) (9x19mm) (DA/SA)
35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, –1 penalty to Stealth checks to hide this weapon.
4 CP +6 Single Shot attack, 2d6 ballistic damage
3 CP +0 Potshot attack, 2d6 ballistic damage
5 CP +5 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +6 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Skills
Acrobatics +5 (+8)
Athletics +7 (+10)
§Drive +5
**Knowledge (Streetwise) +10
Knowledge (Tactics) +3
Perception +8
**Presence +8
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Shotgun Specialist (–1 to CP cost when firing any kind of shotgun, +1 bonus to all attacks with these firearms.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Shotgun Reloader (Reloading any shotgun with a magazine costs 2 CP. Reloading any shotgun from loose rounds or refilling a magazine costs 1 CP per round loaded. Once per turn, a character may load a shell directly into the barrel of a semi- automatic, pump, bolt, or lever action shotgun for no CPs, ejecting the chambered round on the ground.)
Focused Saving Throw (Reflex)
Skill Focus (Athletics)
Organization
Solitary or team (1d4+1 assortment of professional bank robbers)

Possessions

Fatigues, balaclava, Small Duffle Bag, Tactical Vest (with a Shell Pouch, a Small Magazine Pouch, and a Utility Pouch), Serbu Super-Shorty (with a a Compact Cut Smoothbore Barrel, Pistol Grip, and a Tactical Sling), Beretta 92FS, 25 loose rounds of 12 Gauge 00 Buckshot shells, 3 15 round 92FS magazines loaded with 15 rounds of 9x19mm FMJ, 8d4 WP in cash

Professional Bank Robber (Criminal) (Character Level 4)

Professional Bank Robber (Medium Human)

BV 33 **LVL** 4 **CHP** 17 **XHP** 34 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	11	15
INT	WIS	CHA
12	13	12

Initiative +0
Defense 14 (+4 Armor)
Touch 10 | Flat-Footed 14
BAB +4
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)
AKMS (Ranged) (7.62x39mm) (SL/Auto(M))
70ft, 30r
6 CP +5 Single Shot attack, 4d6+2 ballistic damage
2 CP –1 Potshot attack, 4d6+2 ballistic damage
5 CP +2 Double Tap attack, 6d6+2 ballistic damage
5 CP +2 10R Autofire attack, 4d6+2 ballistic damage
4 CP +3 5R Burst attack, 7d6+2 ballistic damage
3 CP –2 10R Sprayfire attack, 8d6+2 ballistic damage
3 CP +0 15R Sweepfire attack, 4d6+2 ballistic damage, 35ft cone
Beretta 92FS (Ranged) (9x19mm) (DA/SA)
35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, –1 penalty to Stealth checks to hide this weapon.
5 CP +4 Single Shot attack, 2d6 ballistic damage
4 CP –2 Potshot attack, 2d6 ballistic damage
6 CP +3 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +1 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Skills
Acrobatics +5 (+8)
Athletics +7 (+10)
§Drive +8
**Knowledge (Streetwise) +10
Knowledge (Tactics) +4
Perception +6
**Presence +9

Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Skill Focus (Presence)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Organization
Solitary or team (1d4+1 assortment of professional bank robbers)

Possessions

Fatigues, balaclava, Small Duffle Bag, Tactical Vest (with 2 Dual Large Magazine Pouches, a Small Magazine Pouch, and a Utility Pouch), AKMS (with a Bayonet Lug, a Folding Stock, a Patrol Sling, and a Threaded Barrel), Beretta 92FS, 3 30 round 7.62 AK magazines loaded with 30 rounds of 7.62x39mm FMJ, 75 round 7.62 AK magazine loaded with 75 rounds of 7.62x39mm FMJ, 2 15 round 92FS magazines loaded with 15 rounds of 9x19mm FMJ, 8d4 WP in cash

Killer Thug for Hire (Criminal) (Character Level 2)

Thug For Hire (Medium Human)

BV 9 **LVL** 2 **CHP** 15 **XHP** 18 **CP** 15

STR	DEX	CON
12	12	13
INT	WIS	CHA
10	12	10

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
2 CP +3 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +3 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +3 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Pocket Knife (Melee)
1 CP +2 Light attack, 1d4–2/15-18 piercing damage
2 CP +2 Standard attack, 1d4+1/15-18 piercing damage
4 CP +2 Heavy attack, 2d4+1/15-18 piercing damage
9 CP +2 Full attack, 3d4+5/15-18 piercing damage
Canik Stingray-C (Ranged) (9x19mm) (DA/SA)
25ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
4 CP +4 Single Shot attack, 2d6 ballistic damage
3 CP –2 Potshot attack, 2d6 ballistic damage
5 CP +1 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'

Saves Fort +1 | Ref +3 | Will +2
Armor
None
Skills
Athletics +5
§Drive +4
**Knowledge (Streetwise) +6
Perception +4
**Stealth +8
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Simple Weapon Specialist (Pocket Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Street Fighting (Once per round, if the character makes a successful melee attack with an unarmed strike or a Small or smaller weapon (including size decreases from equipment, but not from feats or racial traits) the character deals an extra 2 damage dice of damage.)
Organization
Solitary

Possessions
Track suit with hooded sweat shirt, Pocket Knife (with Retractable upgrade), Canik Stingray, 2 15 round Stingray 9x19mm magazines loaded with 15 rounds of 9x19mm FMJ, 4d4 WP in cash

Hit Man (Criminal) (Character Level 5)

Hit Man (Medium Human)

BV 28 **LVL** 5 **CHP** 15 **XHP** 32 **CP** 15

STR	DEX	CON
14	15	13
INT	WIS	CHA
12	14	10

Initiative +2
Defense 14 (+2 Armor, +2 DEX)
Touch 12 | Flat-Footed 12
BAB +5
Grapple +7

Attack(s)

Pocket Knife (Melee)
1 CP +7 Light attack, 2d4–1/15-18 piercing damage
2 CP +7 Standard attack, 2d4+2/15-18 piercing damage
4 CP +7 Heavy attack, 3d4+2/15-18 piercing damage
9 CP +7 Full attack, 4d4+6/15-18 piercing damage
Accuracy International AWP (Ranged) (7.62x61mm) (Bolt)
130ft (195ft with feat) (195ft with optic) (195-295ft with feat and optic) (must spend 6 CP to sight in a target), 5r, not affected by Error Range due to ammunition.
7 CP +10 Single Shot attack, 5d6 ballistic damage
3 CP +4 Potshot attack, 5d6 ballistic damage
Detonics Combatmaster (Ranged) (.45 ACP) (SA)
20ft (30ft with feat), 6r, +3 bonus to Stealth checks to hide this weapon.
4 CP +9 Single Shot attack, 3d4+4 ballistic damage (JHP)
3 CP +3 Potshot attack, 3d4+4 ballistic damage (JHP)
5 CP +6 Double Tap attack, 5d4+4 ballistic damage (JHP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +6 | Will +3
Armor
Low-Profile Armor (6/Ballistic; AP 18)
Skills
Acrobatics +9 (+10)
Athletics +9 (+10)
*Disable Device +12
§Drive +8
Knowledge (Streetwise) +10
Knowledge (Tactics) +5
Perception +10
**§Stealth +11 (+12)
Treat Injury +2

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Handgun Reloader (Reloading any handgun or machine pistol with a magazine or speedloader costs 2 CP. Reloading any handgun from loose rounds or refilling a magazine or speedloader costs 1 CP per round loaded.)
Dead Aim (Before making a ranged attack, the character may spend 7 CP to line up the shot. This grants the character a +2 circumstance bonus on their next attack. The attack must be a single shot attack. Any other attack besides a single shot does not gain the bonuses for this attack, and the character loses the benefit of aiming. If the character takes damage or is effected by a status effect before attacking, the character loses the benefit of aiming. All movement costs are doubled if the character uses the benefits of this feat, until either forgoing the bonus to attack, or performing any attack. The effect does not stack between rounds.)
Skill Focus (Stealth)
Skilled Pistol Magazine User (Once per turn a character can reload a holdout, backup, full-size, or target pistol with a magazine for no CP.)
Simple Weapon Specialist (Pocket Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Knife Martial Arts (Pocket Knife) (Character gains +1 die of damage when wielding the chosen type of knife.)
Controlled Shot (Once per round, when making a single shot attack with a bolt action or sniper rifle, the character gains a +8 bonus to the attack. This attack must be the only attack the character makes in the round. This feat can also be used with the bonuses from the Dead Aim and Marksman Shot feats.)
Organization
Solitary

Possessions

Formal Clothing (Mild Weather), Overcoat, Low-Profile Armor, Pocket Knife (with Retractable upgrade), Accuracy International AWP (with a Breakdown Frame upgrade, a Bipod, a Fixed Stock, a Patrol Sling, a High Quality Level 5 Suppressor, a 6x Telescopic Sight, and a Threaded Barrel), Detonics Combatmaster (with a High Quality Level 3 Suppressor and a Threaded Barrel), 4 5 round AWP magazines loaded with 5 rounds of .308 Winchester FMJ, 4 6 round 1911 magazines loaded with 6 rounds of .45 ACP JHP (3d4+4/3d4 ballistic damage against unarmored/Ba. armored), Undercover Holster, Briefcase, 10d4 WP in cash

Modern Law Enforcement

Patrol Officer/Sheriff's Deputy, Patrol Rifle (Law Enforcement) (Character Level 2)

Patrol Officer/Deputy (Medium Human)

BV 17† **LVL** 2 **CHP** 15 **XHP** 17 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
12	13	10

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-Footed 12
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Light Club (Melee)
2 CP +4 Light attack, 1d6–1 bludgeoning damage
3 CP +4 Standard attack, 1d6+2 bludgeoning damage
5 CP +4 Heavy attack, 2d6+2 bludgeoning damage
10 CP +4 Full attack, 3d6+6 bludgeoning damage
Colt 6920 (Ranged) (5.56x45mm) (SL)
5 CP +4 Single Shot attack, 5d4 ballistic damage
1 CP –2 Potshot attack, 5d4 ballistic damage
5 CP +0 Double Tap attack, 7d4 ballistic damage
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +5 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP –1 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +3 Double Tap attack, 3d6+2 ballistic damage (JHP)
††**Pepper Spray (Ranged) (Single)**
5ft, 10r
4 CP +3 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +2 | Will +2

Armor
Concealable Vest (11/Ballistic, 2/Slashing; AP 35)
Skills
Acrobatics +5 (+6)
Athletics +7 (+8)
§Drive +5
**Knowledge (Civics) +5
Knowledge (Streetwise) +5
Perception +7
**§Presence +3 (+5 with police uniform)
Treat Injury +3
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary or pair

†Battle Value increases by 10 if the police officer retrieves and equips his Colt 6920.

††To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Possessions

- **Foot Patrol Loadout** Police Uniform, Police Badge, Utility Belt, Concealable Vest, Police Baton (with Retractable upgrade), Glock 17 (with a High Output Tactical Flashlight), Pepper Spray, 3 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), High-end Smartphone, Professional Radio, Magazine Caddy, Standard Flashlight, Steel Handcuffs, 10 Zip-tie Handcuffs
- **Items kept in Patrol Vehicle (Full-Size Car (with a Police Kit))** Colt 6920 (with a Bayonet Lug, an Extra Rail, a Patrol Sling, a Synthetic Stock, a High Output Tactical Flashlight, and a Threaded Barrel), 2 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm FMJ, Small First Aid Kit

Patrol Officer/Sheriff's Deputy, Patrol Rifle (Law Enforcement) (Character Level 2)

Patrol Officer/Deputy (Medium Human)

BV 18† **LVL** 2 **CHP** 15 **XHP** 17 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
12	13	10

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-Footed 12
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Light Club (Melee)
2 CP +4 Light attack, 1d6–1 bludgeoning damage
3 CP +4 Standard attack, 1d6+2 bludgeoning damage
5 CP +4 Heavy attack, 2d6+2 bludgeoning damage
10 CP +4 Full attack, 3d6+6 bludgeoning damage
ArmaLite AR-15 (Ranged) (5.56x45mm) (SL)
80ft, 30r
6 CP +4 Single Shot attack, 5d4 ballistic damage
2 CP –2 Potshot attack, 5d4 ballistic damage
5 CP +2 Double Tap attack, 7d4 ballistic damage
S&W Model 686 4" (Ranged) (.357 Magnum/.38 Special) (RDA) (+1 Mastercraft)
35ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
4 CP +5 Single Shot attack, 3d4+5 ballistic damage (JHP)
3 CP –1 Potshot attack, 3d4+5 ballistic damage (JHP)
5 CP +2 Double Tap attack, 5d4+5 ballistic damage (JHP)
††**Pepper Spray (Ranged) (Single)**
5ft, 10r
4 CP +3 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]

Reach 5'

Fighting Space 5' by 5'
Saves Fort +2 | Ref +2 | Will +2
Armor
Concealable Vest (11/Ballistic, 2/Slashing; AP 35)
Skills
Acrobatics +5 (+6)
Athletics +7 (+8)
§Drive +5
**Knowledge (Civics) +5
Knowledge (Streetwise) +5
Perception +7
**§Presence +3 (+5 with police uniform)
Treat Injury +3
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary or pair

†Battle Value increases by 10 if the police officer retrieves and equips his ArmaLight AR-15.

††To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Possessions

- **Foot Patrol Loadout** Police Uniform, Police Badge, Utility Belt, Concealable Vest, Police Baton (with Retractable upgrade), S&W Model 686, Pepper Spray, 3 6 round speedloaders loaded with 6 rounds of .357 Magnum JHP (3d4+5/3d4+1 ballistic damage against unarmored/Ba. armored), High-end Smartphone, Professional Radio, Magazine Caddy, Standard Flashlight, Steel Handcuffs, 10 Zip-tie Handcuffs
- **Items kept in Patrol Vehicle (Full-Size Car (with a Police Kit))** ArmaLite AR-15 (with a Bayonet Lug, an Extra Rail, a Fixed Stock, a High Output Tactical Flashlight, and a Threaded Barrel), 2 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm FMJ, Small First Aid Kit

Patrol Officer/Sheriff's Deputy, Shotgun (Law Enforcement) (Character Level 2)

Patrol Officer/Deputy (Medium Human)

BV 18† **LVL** 2 **CHP** 15 **XHP** 17 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
12	13	10

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-Footed 12
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Light Club (Melee)
2 CP +4 Light attack, 1d6–1 bludgeoning damage
3 CP +4 Standard attack, 1d6+2 bludgeoning damage
5 CP +4 Heavy attack, 2d6+2 bludgeoning damage
10 CP +4 Full attack, 3d6+6 bludgeoning damage
Remington 870 Police (Ranged) (12 Gauge) (Pump)
45ft, 7r, not affected by Error Range due to ammunition.
6 CP +4 Single Shot attack, 5d6 ballistic damage
2 CP –2 Potshot attack, 5d6 ballistic damage
S&W Model 686 4" (Ranged) (.357 Magnum/.38 Special) (RDA) (+1 Mastercraft)
35ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
4 CP +5 Single Shot attack, 3d4+5 ballistic damage (JHP)
3 CP –1 Potshot attack, 3d4+5 ballistic damage (JHP)
5 CP +2 Double Tap attack, 5d4+5 ballistic damage (JHP)
††**Pepper Spray (Ranged) (Single)**
5ft, 10r
4 CP +3 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +2 | Will +2
Armor
Concealable Vest (11/Ballistic, 2/Slashing; AP 35)
Skills
Acrobatics +5 (+6)
Athletics +7 (+8)
§Drive +5
**Knowledge (Civics) +5
Knowledge (Streetwise) +5
Perception +7
**§Presence +3 (+5 with police uniform)
Treat Injury +3
Feats
Brawl (++1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary or pair

†Battle Value increases by 9 if the police officer retrieves and equips his Remington 870 Police.

††To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Possessions

- **Foot Patrol Loadout** Police Uniform, Police Badge, Utility Belt, Concealable Vest, Police Baton (with Retractable upgrade), S&W Model 686, Pepper Spray, 3 6 round speedloaders loaded with 6 rounds of .357 Magnum JHP (3d4+5/3d4+1 ballistic damage against unarmored/Ba. armored), High-end Smartphone, Professional Radio, Standard Flashlight, Steel Handcuffs, 10 Zip-tie Handcuffs
- **Items kept in Patrol Vehicle (Full-Size Car (with a Police Kit))** Remington 870 Police (with a Combat Cut Smoothbore Barrel, Extra Rail, a Fixed Stock, a High Output Tactical Flashlight, and a 3 round shotgun magazine tube upgrade), 8 loose rounds of 12 Gauge 00 Buckshot shells, 4 loose rounds of Rubber Ball shot or Beanbag shot shells, Shell Caddy, Small First Aid Kit

Patrol Officer/Sheriff's Deputy, Shotgun (Law Enforcement) (Character Level 2)

Patrol Officer/Deputy (Medium Human)

BV 17† **LVL** 2 **CHP** 15 **XHP** 17 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
12	13	10

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-Footed 12
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Light Club (Melee)
2 CP +4 Light attack, 1d6–1 bludgeoning damage
3 CP +4 Standard attack, 1d6+2 bludgeoning damage
5 CP +4 Heavy attack, 2d6+2 bludgeoning damage
10 CP +4 Full attack, 3d6+6 bludgeoning damage
Remington 870 Police (Ranged) (12 Gauge) (Pump)
45ft, 7r, not affected by Error Range due to ammunition.
6 CP +4 Single Shot attack, 5d6 ballistic damage
2 CP –2 Potshot attack, 5d6 ballistic damage
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +5 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP –1 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +3 Double Tap attack, 3d6+2 ballistic damage (JHP)
†Pepper Spray (Ranged) (Single)
5ft, 10r
4 CP +3 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +2 | Will +2

Armor
Concealable Vest (11/Ballistic, 2/Slashing; AP 35)
Skills
Acrobatics +5 (+6)
Athletics +7 (+8)
Drive +5
**Knowledge (Civics) +5
§Knowledge (Streetwise) +5
Perception +7
**§Presence +3 (+5 with police uniform)
Treat Injury +3
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary or pair

†Battle Value increases by 9 if the police officer retrieves and equips his Remington 870 Police.

††To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

Possessions

- **Foot Patrol Loadout** Police Uniform, Police Badge, Utility Belt, Concealable Vest, Police Baton (with Retractable upgrade), Glock 17 (with a High Output Tactical Flashlight), Pepper Spray, 3 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), High-end Smartphone, Professional Radio, Standard Flashlight, Steel Handcuffs, 10 Zip-tie Handcuffs
- **Items kept in Patrol Vehicle (Full-Size Car (with a Police Kit))** Remington 870 Police (with a Combat Cut Smoothbore Barrel, Extra Rail, a Fixed Stock, a High Output Tactical Flashlight, and a 3 round shotgun magazine tube upgrade), 8 loose rounds of 12 Gauge 00 Buckshot shells, 4 loose rounds of Rubber Ball shot or Beanbag shot shells, Shell Caddy, Small First Aid Kit

S.W.A.T. Officer/Tactical Unit Officer, Carbine Rifle (Law Enforcement) (Character Level 5)

S.W.A.T. Officer (Medium Human)

BV 45 **LVL** 5 **CHP** 15 **XHP** 37 **CP** 15 (2 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
12	12	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +5
Grapple +7

Attack(s)

Unarmed Strike (Melee)
2 CP +8 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +8 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +8 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +8 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Colt M4A1 (Ranged) (5.56x45mm) (SL/Auto(F))
70ft, 30r
4 CP +7 Single Shot attack, 5d4 ballistic damage
1 CP +1 Potshot attack, 5d4 ballistic damage
4 CP +7 Double Tap attack, 7d4 ballistic damage
4 CP +4 12R Autofire attack, 6d4 ballistic damage
3 CP +5 6R Burst attack, 9d4 ballistic damage
2 CP +0 12R Sprayfire attack, 10d4 ballistic damage
2 CP +0 18R Sweepfire attack, 6d4 ballistic damage, 35ft cone
Springfield Armory 1911A1 Loaded Operator (Ranged) (.45 ACP) (SA)
30ft, 10r
4 CP +8 Single Shot attack, 3d4+4 ballistic damage (JHP)
3 CP +2 Potshot attack, 3d4+4 ballistic damage (JHP)
5 CP +7 Double Tap attack, 5d4+4 ballistic damage (JHP)
†Pepper Spray (Ranged) (Single)
5ft, 10r
4 CP +6 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]
††Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +6 Throw attack, special damage (see text)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +3 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +5 (+8)
Athletics +8 (+11)
Drive +2
*Knowledge (Civics) +5
Knowledge (Tactics) +4
Perception +10
**§Presence +6 (+8 with police uniform)
§Stealth +6 (+9)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Rifle Expert (Additional –1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, –10 to CP cost when clearing a jammed assault, battle, carbine, or target rifle, or SMG, and when attempting to repair an assault, battle, carbine, or target rifle, or SMG the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with an assault, battle, carbine, or target rifle, the character immediately gains 5 CP that can be used for attacks or reloading. A character can only receive these Combat Points once per turn. The CP that are given must be used on attacks or reloading only, and only attacks with the same rifle that reduced the creature to 0 CHP must be used. The character may not move any distance and if the bonus CP are not used immediately after the attack, the character loses them. A character also receives +2 damage dice when performing an autofire, burst fire, sprayfire, or sweepfire attack with an SMG.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Element (2, assortment of S.W.A.T. or Tactical Officers), team (2 Elements plus 1 leader), or unit (2 Teams)

†To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

††Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

Possessions

Police Uniform, Tactical Vest (with 2 Dual Large Magazine Pouches, a Grenade Pouch, a Small Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet, Colt M4A1 (with a Bayonet Lug, a Synthetic Stock, a High Output Tactical Flashlight, a Tactical Sling, a Threaded Barrel, and a Vertical Foregrip), Springfield Armory 1911A1 Loaded Operator (with a High Output Tactical Flashlight), Pepper Spray, 2 Stun Grenades, 5 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm FMJ, 3 10 round 1911 magazines loaded with 10 rounds of .45 ACP JHP (3d4+4/3d4 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, Standard Flashlight, Steel Handcuffs, 4 Zip-tie Handcuffs

S.W.A.T. Officer/Tactical Unit Officer, Shotgun (Law Enforcement) (Character Level 5)

S.W.A.T. Officer (Medium Human)

BV 34 **LVL** 5 **CHP** 15 **XHP** 37 **CP** 15 (2 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
12	12	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +5
Grapple +7

Attack(s)

Unarmed Strike (Melee)
2 CP +8 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +8 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +8 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +8 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Mossberg 590A1 (Ranged) (12 Gauge) (Pump)
45ft, 8r, not affected by Error Range due to ammunition.
5 CP +7 Single Shot attack, 5d6 ballistic damage
1 CP +5 Potshot attack, 5d6 ballistic damage
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +8 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +2 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +7 Double Tap attack, 3d6+2 ballistic damage (JHP)
†Pepper Spray (Ranged) (Single)
5ft, 10r
4 CP +6 ranged touch attack, Blind 1d4 Rounds [TN15]
††Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +6 Throw attack, special damage (see text)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +3 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +5 (+8)
Athletics +8 (+11)
Drive +2
*Knowledge (Civics) +5
Knowledge (Tactics) +4
Perception +10
**§Presence +6 (+8 with police uniform)
§Stealth +6 (+9)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Precise Shot (Character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Close Combat Shotgunner (When firing at an adjacent opponent with any shotgun the character takes no ranged attack penalties, and when firing a shotgun with a folded fixed folding stock, folding stock, or a pistol grip, the character does not take any penalties to their attack from the stock.)
Shotgun Reloader (Reloading any shotgun with a magazine costs 2 CP. Reloading any shotgun from loose rounds or refilling a magazine costs 1 CP per round loaded. Once per turn, a character may load a shell directly into the barrel of a semi- automatic, pump, bolt, or lever action shotgun for no CPs, ejecting the chambered round on the ground.)
Shotgun Expert (Additional –1 to CP cost when firing a semi- or fully automatic shotgun, –11 to CP cost when clearing a jammed semi- or fully automatic shotgun, there is no CP cost to cycle a bolt, pump, or lever action shotgun and when attempting to repair a bolt, pump, lever semi- or fully automatic shotgun the character gains a +6 bonus. A character also gains a +4 attack bonus when performing a potshot attack with a semi- or fully automatic, bolt, pump or lever action shotgun.)
Organization
Element (2, assortment of S.W.A.T. or Tactical Officers), team (2 Elements plus 1 leader), or unit (2 Teams)

†To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

††Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

Possessions

Police Uniform, Tactical Vest (with a Grenade Pouch, a Shelled Ammunition Pouch, Shell Loops, a Small Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet, Mossberg 590A1 (with a Combat Cut Smoothbore Barrel, an Extra Rail, a Fixed Stock, a High Output Tactical Flashlight, and a Tactical Sling), Glock 17 (with a High Output Tactical Flashlight), Pepper Spray, 2 Stun Grenades, 25 loose rounds of 12 Gauge 00 Buckshot shells, 3 loose rounds of 12 Gauge Breaching shells, 3 loose rounds of Non-lethal 12 Gauge shells (Rubber Ball or Beanbag), 3 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, Standard Flashlight, Steel Handcuffs, 4 Zip-tie Handcuffs

S.W.A.T. Officer/Tactical Unit Officer, SMG (Law Enforcement) (Character Level 5)

S.W.A.T. Officer (Medium Human)

BV 40 **LVL** 5 **CHP** 15 **XHP** 37 **CP** 15 (2 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
12	12	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +5
Grapple +7

Attack(s)

Unarmed Strike (Melee)
2 CP +8 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +8 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +8 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +8 Full attack, 3d6+6 bludgeoning damage (non-lethal)
H&K MP5A3 (Ranged) (9x19mm) (SL/Auto(M)) (+1 Mastercraft)
50ft, 30r
5 CP +8 Single Shot attack, 2d6 ballistic damage
1 CP +2 Potshot attack, 2d6 ballistic damage
4 CP +8 Double Tap attack, 3d6 ballistic damage
4 CP +8 10R Autofire attack, 4d6 ballistic damage
3 CP +8 5R Burst attack, 6d6 ballistic damage
2 CP +6 10R Sprayfire attack, 8d6 ballistic damage
2 CP +6 15R Sweepfire attack, 4d6 ballistic damage, 25ft cone
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +8 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +2 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +7 Double Tap attack, 3d6+2 ballistic damage (JHP)
†Pepper Spray (Ranged) (Single)
5ft, 10r
4 CP +6 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]
††Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +6 Throw attack, special damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +3 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +5 (+8)
Athletics +8 (+11)
Drive +2
*Knowledge (Civics) +5
Knowledge (Tactics) +4
Perception +10
**§Presence +6 (+8 with police uniform)
§Stealth +6 (+9)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Rifle Expert (Additional –1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, –10 to CP cost when clearing a jammed assault, battle, carbine, or target rifle, or SMG, and when attempting to repair an assault, battle, carbine, or target rifle, or SMG the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with an assault, battle, carbine, or target rifle, the character immediately gains 5 CP that can be used for attacks or reloading. A character can only receive these Combat Points once per turn. The CP that are given must be used on attacks or reloading only, and only attacks with the same rifle that reduced the creature to 0 CHP must be used. The character may not move any distance and if the bonus CP are not used immediately after the attack, the character loses them. A character also receives +2 damage dice when performing an autofire, burst fire, sprayfire, or sweepfire attack with an SMG.)
Organization
Element (2, assortment of S.W.A.T. or Tactical Officers), team (2 Elements plus 1 leader), or unit (2 Teams)

†To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

††Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

Possessions

Police Uniform, Tactical Vest (with 2 Dual Large Magazine Pouches, a Grenade Pouch, a Small Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet, H&K MP5A3 (with a Folding Stock, a High Output Tactical Flashlight, and a Tactical Sling), Glock 17 (with a High Output Tactical Flashlight), Pepper Spray, 2 Stun Grenades, 3 30 round MP5 magazines loaded with 30 rounds of 9x19mm FMJ, 2 30 round MP5 magazines loaded with 30 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), 3 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, Standard Flashlight, Steel Handcuffs, 4 Zip-tie Handcuffs

S.W.A.T. Entry Team Officer, Carbine Rifle (Law Enforcement) (Character Level 6)

Entry Team Officer (Medium Human)

BV 43 **LVL** 6 **CHP** 15 **XHP** 43 **CP** 15 (3 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
12	12	10

Initiative +1
Defense 16 (+5 Armor, +1 DEX)
Touch 11 | Flat-Footed 15
BAB +6
Grapple +8

Attack(s)

Unarmed Strike (Melee)
2 CP +9 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +9 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +9 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +9 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Colt M4A1 (Ranged) (5.56x45mm) (SL/Auto(F))
70ft, 30r
4 CP +8 Single Shot attack, 5d4 ballistic damage
1 CP +2 Potshot attack, 5d4 ballistic damage
4 CP +8 Double Tap attack, 7d4 ballistic damage
4 CP +5 12R Autofire attack, 6d4 ballistic damage
3 CP +6 6R Burst attack, 9d4 ballistic damage
2 CP +1 12R Sprayfire attack, 10d4 ballistic damage
2 CP +1 18R Sweepfire attack, 6d4 ballistic damage, 35ft cone
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +9 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +3 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +8 Double Tap attack, 3d6+2 ballistic damage (JHP)
†Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +7 Throw attack, special damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +6 | Ref +3 | Will +3
Armor
††Special Response Vest (18/Ballistic, Ba. Piercing, 8/Piercing, 6/Slashing; AP 108)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +4 (+9)
Athletics +7 (+12)
Drive +2
*Knowledge (Civics) +6
Knowledge (Tactics) +5
Perception +10
**§Presence +7 (+9 with police uniform)
§Stealth +5 (+10)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Rifle Expert (Additional –1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, –10 to CP cost when clearing a jammed assault, battle, carbine, or target rifle, or SMG, and when attempting to repair an assault, battle, carbine, or target rifle, or SMG the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with an assault, battle, carbine, or target rifle, the character immediately gains 5 CP that can be used for attacks or reloading. A character can only receive these Combat Points once per turn. The CP that are given must be used on attacks or reloading only, and only attacks with the same rifle that reduced the creature to 0 CHP must be used. The character may not move any distance and if the bonus CP are not used immediately after the attack, the character loses them. A character also receives +2 damage dice when performing an autofire, burst fire, sprayfire, or sweepfire attack with an SMG.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Precise Shot (Character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.)
Organization
Element (2, assortment of S.W.A.T. Entry Team Officers), team (2 Elements plus 1 leader), or unit (2 Teams)

†Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

††This armor protects the arms and hands of the wearer, providing DR and Defense to all listed areas.

Possessions
Police Uniform, Special Response Vest (with 2 Dual Large Magazine Pouches, a Grenade Pouch, a Small Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet, Colt M4A1 (with a Bayonet Lug, a Synthetic Stock, a High Output Tactical Flashlight, a Tactical Sling, a Threaded Barrel, and a Vertical Foregrip), 2 Stun Grenades, 3 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm FMJ, 2 30 round M16/AR-15 magazines loaded 30 rounds of 5.56x45mm JHP, 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, 4 Zip-tie Handcuffs

S.W.A.T. Entry Team, Shotgun (Law Enforcement) (Character Level 6)

Entry Team Officer (Medium Human)

BV 34 **LVL** 6 **CHP** 15 **XHP** 43 **CP** 15 (3 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
12	12	10

Initiative +1
Defense 16 (+5 Armor, +1 DEX)
Touch 11 | Flat-Footed 15
BAB +6
Grapple +8

Attack(s)

Unarmed Strike (Melee)
2 CP +9 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +9 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +9 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +9 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Remington 870 MCS (Ranged) (12 Gauge) (Pump) (+1 Mastercraft)
45ft, 8r, not affected by Error Range due to ammunition.
5 CP +9 Single Shot attack, 5d6 ballistic damage
1 CP +7 Potshot attack, 5d6 ballistic damage
4 CP +7 Double Tap attack, 7d6 ballistic damage
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +9 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +3 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +8 Double Tap attack, 3d6+2 ballistic damage (JHP)
†Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +7 Throw attack, special damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +6 | Ref +3 | Will +3
Armor
††Special Response Vest (18/Ballistic, Ba. Piercing, 8/Piercing, 6/Slashing; AP 108)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +4 (+9)
Athletics +7 (+12)
Drive +2
*Knowledge (Civics) +6
Knowledge (Tactics) +5
Perception +10
**§Presence +7 (+9 with police uniform)
§Stealth +5 (+10)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Precise Shot (Character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Close Combat Shotgunner (When firing at an adjacent opponent with any shotgun the character takes no ranged attack penalties, and when firing a shotgun with a folded fixed folding stock, folding stock, or a pistol grip, the character does not take any penalties to their attack from the stock.)
Shotgun Reloader (Reloading any shotgun with a magazine costs 2 CP. Reloading any shotgun from loose rounds or refilling a magazine costs 1 CP per round loaded. Once per turn, a character may load a shell directly into the barrel of a semi- automatic, pump, bolt, or lever action shotgun for no CPs, ejecting the chambered round on the ground.)
Shotgun Expert (Additional –1 to CP cost when firing a semi- or fully automatic shotgun, –11 to CP cost when clearing a jammed semi- or fully automatic shotgun, there is no CP cost to cycle a bolt, pump, or lever action shotgun and when attempting to repair a bolt, pump, lever semi- or fully automatic shotgun the character gains a +6 bonus. A character also gains a +4 attack bonus when performing a potshot attack with a semi- or fully automatic, bolt, pump or lever action shotgun.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Manual Action Quickshot (User may perform double tap attacks with lever and pump action firearms.)
Organization
Element (2, assortment of S.W.A.T. Entry Team Officers), team (2 Elements plus 1 leader), or unit (2 Teams)

†Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

††This armor protects the arms and hands of the wearer, providing DR and Defense to all listed areas.

Possessions

Police Uniform, Special Response Vest (with a Shelled Ammunition Pouch, Shell Loops, a Grenade Pouch, a Small Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet, Remington 870 MCS (with a Combat Cut Smoothbore Barrel, a Fixed Stock, a High Output Tactical Flashlight, a Tactical Sling, and a 3 round shotgun magazine tube upgrade), Glock 17 (with a High Output Tactical Flashlight), 2 Stun Grenades, 25 loose rounds of 12 Gauge 00 Buckshot shells, 3 loose rounds of 12 Gauge Breaching shells, 3 loose rounds of Non-lethal 12 Gauge shells (Rubber Ball or Beanbag), 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, 4 Zip-tie Handcuffs

S.W.A.T. Entry Team, SMG (Law Enforcement) (Character Level 6)

Entry Team Officer (Medium Human)

BV 39 **LVL** 6 **CHP** 15 **XHP** 43 **CP** 15 (3 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
12	12	10

Initiative +1
Defense 16 (+5 Armor, +1 DEX)
Touch 11 | Flat-Footed 15
BAB +6
Grapple +8

Attack(s)

Unarmed Strike (Melee)
2 CP +9 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +9 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +9 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +9 Full attack, 3d6+6 bludgeoning damage (non-lethal)
H&K MP5A3 (Ranged) (9x19mm) (SL/Auto(M)) (+1 Mastercraft)
50ft, 30r
5 CP +9 Single Shot attack, 2d6 ballistic damage
1 CP +3 Potshot attack, 2d6 ballistic damage
4 CP +9 Double Tap attack, 3d6 ballistic damage
4 CP +9 10R Autofire attack, 4d6 ballistic damage
3 CP +9 5R Burst attack, 6d6 ballistic damage
2 CP +7 10R Sprayfire attack, 8d6 ballistic damage
2 CP +7 15R Sweepfire attack, 4d6 ballistic damage, 25ft cone
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +9 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +3 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +8 Double Tap attack, 3d6+2 ballistic damage (JHP)
†Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +7 Throw attack, special damaget

Reach 5'
Fighting Space 5' by 5'
Saves Fort +6 | Ref +3 | Will +3
Armor
††Special Response Vest (18/Ballistic, Ba. Piercing, 8/Piercing, 6/Slashing; AP 108)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +4 (+9)
Athletics +7 (+12)
Drive +2
*Knowledge (Civics) +6
Knowledge (Tactics) +5
Perception +10
**Presence +7 (+9 with police uniform)
§Stealth +5 (+10)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Rifle Expert (Additional –1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, –10 to CP cost when clearing a jammed assault, battle, carbine, or target rifle, or SMG, and when attempting to repair an assault, battle, carbine, or target rifle, or SMG the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with an assault, battle, carbine, or target rifle, the character immediately gains 5 CP that can be used for attacks or reloading. A character can only receive these Combat Points once per turn. The CP that are given must be used on attacks or reloading only, and only attacks with the same rifle that reduced the creature to 0 CHP must be used. The character may not move any distance and if the bonus CP are not used immediately after the attack, the character loses them. A character also receives +2 damage dice when performing an autofire, burst fire, sprayfire, or sweepfire attack with an SMG.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Precise Shot (Character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.)
Organization
Element (2, assortment of S.W.A.T. Entry Team Officers), team (2 Elements plus 1 leader), or unit (2 Teams)

†Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

††This armor protects the arms and hands of the wearer, providing DR and Defense to all listed areas.

Possessions

Police Uniform, Special Response Vest (with 2 Dual Large Magazine Pouches, a Grenade Pouch, a Small Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet, H&K MP5A3 (with a Folding Stock, a High Output Tactical Flashlight, and a Tactical Sling), Glock 17 (with a High Output Tactical Flashlight), 2 Stun Grenades, 3 30 round MP5 magazines loaded with 30 rounds of 9x19mm FMJ, 2 30 round MP5 magazines loaded with 30 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), 3 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, 4 Zip-tie Handcuffs

Riot Officer, General Purpose Launcher (Law Enforcement) (Character Level 4)

Riot Officer (Medium Human)

BV 38 **LVL** 4 **CHP** 15 **XHP** 30 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	10	13
INT	WIS	CHA
12	12	10

Initiative +0
Defense 13 (+3 Armor)
Touch 10 | Flat-Footed 13
BAB +4
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Light Club (Melee)
1 CP +6 Light attack, 1d6–1/14-18 bludgeoning damage
2 CP +6 Standard attack, 1d6+2/14-18 bludgeoning damage
4 CP +6 Heavy attack, 2d6+2/14-18 bludgeoning damage
9 CP +6 Full attack, 3d6+6/14-18 bludgeoning damage
Riot Shield (Melee)
2 CP +6 Light attack, 1d4–1 bludgeoning damage
3 CP +6 Standard attack, 1d4+2 bludgeoning damage
5 CP +6 Heavy attack, 2d4+2 bludgeoning damage
10 CP +6 Full attack, 3d4+6 bludgeoning damage
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +6 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +0 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +4 Double Tap attack, 3d6+2 ballistic damage (JHP)
KAC M203 Standalone (Ranged) (40x46mm) (Single)
70ft, 1r
6 CP +4 Single Shot attack, 4d6 bludgeoning damage (non-lethal)
3 CP –2 Potshot attack, 4d6 bludgeoning damage (non-lethal)
†Pepper Spray (Ranged) (Single)
5ft, 10r
4 CP +4 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]
††Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +4 Throw attack, special damage (see text)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +4

Armor
‡Riot Vest (12/Bludgeoning, 8/Piercing, Slashing, 4/Ballistic, 2/Ballistic; AP 120)
Riot Helmet (8/Bludgeoning; AP 18)
Skills
Acrobatics +6 (+9)
Athletics +8 (+11)
Drive +3
*Knowledge (Civics) +6
Knowledge (Tactics) +3
Perception +10
**§Presence +7 (+9 with police uniform)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Simple Weapon Specialist (Light Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Explosive Weapons Expert (–1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Blunt Specialist (When wielding a light club, medium club, heavy club, tool hammer, or sledgehammer, the Critical Threat range is 14-18.)
Organization
Team (5d2, assortment of riot officers)

†To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

††Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

‡This armor protects the torso, arms, legs, hands, and feet of the wearer, providing DR and Defense to all listed areas.

Possessions
Police Uniform, Utility Belt, Riot Vest (with a 4 Grenade Pouches, and a Small Magazine Pouch), Riot Helmet, Police Baton (with Retractable upgrade), Riot Shield, KAC M203 Standalone (with a Patrol Sling), Glock 17 (with a High Output Tactical Flashlight), Pepper Spray, 2 Stun Grenades, 4 Foam Slug grenade launcher Grenades, 2 Tear Gas grenade launcher Grenades, 2 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Professional Radio, Standard Flashlight, Steel Handcuffs, 10 Zip-tie Handcuffs

Riot Officer, Shotgun (Law Enforcement) (Character Level 4)

Riot Officer (Medium Human)

BV 34 **LVL** 4 **CHP** 15 **XHP** 30 **CP** 15 (2 to begin moving)

STR	DEX	CON
14	10	13
INT	WIS	CHA
12	12	10

Initiative +0
Defense 13 (+3 Armor)
Touch 10 | Flat-Footed 13
BAB +4
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Light Club (Melee)
1 CP +6 Light attack, 1d6–1/14-18 bludgeoning damage
2 CP +6 Standard attack, 1d6+2/14-18 bludgeoning damage
4 CP +6 Heavy attack, 2d6+2/14-18 bludgeoning damage
9 CP +6 Full attack, 3d6+6/14-18 bludgeoning damage
Remington 870 Police (Ranged) (12 Gauge) (Pump)
45ft, 7r, not affected by Error Range due to ammunition.
6 CP +4 Single Shot attack, 5d6 bludgeoning damage (non-lethal)
2 CP –1 Potshot attack, 5d6 bludgeoning damage (non-lethal)
Glock 17 (Ranged) (9x19mm) (PA)
35ft, 17r
5 CP +6 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +0 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +4 Double Tap attack, 3d6+2 ballistic damage (JHP)
†Pepper Spray (Ranged) (Single)
5ft, 10r
4 CP +4 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]
††Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +4 Throw attack, special damage (see text)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +4
Armor
‡Riot Vest (12/Bludgeoning, 8/Piercing, Slashing, 4/Ballistic, 2/Ballistic; AP 120)
Riot Helmet (8/Bludgeoning; AP 18)
Skills
Acrobatics +6 (+9)
Athletics +8 (+11)
Drive +3
*Knowledge (Civics) +6
Knowledge (Tactics) +3
Perception +10
**§Presence +7 (+9 with police uniform)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Simple Weapon Specialist (Light Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Shotgun Reloader (Reloading any shotgun with a magazine costs 2 CP. Reloading any shotgun from loose rounds or refilling a magazine costs 1 CP per round loaded. Once per turn, a character may load a shell directly into the barrel of a semi- automatic, pump, bolt, or lever action shotgun for no CPs, ejecting the chambered round on the ground.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Blunt Specialist (When wielding a light club, medium club, heavy club, tool hammer, or sledgehammer, the Critical Threat range is 14-18.)
Organization
Team (5d2, assortment of riot officers)

†To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be Blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

††Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

‡This armor protects the torso, arms, legs, hands, and feet of the wearer, providing DR and Defense to all listed areas.

Possessions

Police Uniform, Utility Belt, Riot Vest (with a Grenade Pouch, a Shelled Ammunition Pouch, 2 Shell Loop upgrades, and a Small Magazine Pouch), Riot Helmet, Police Baton (with Retractable upgrade), Remington 870 Police (with a Combat Cut Smoothbore Barrel, Extra Rail, a Fixed Stock, a High Output Tactical Flashlight, and a 3 round shotgun magazine tube upgrade), Glock 17 (with a High Output Tactical Flashlight), Pepper Spray, 2 Stun Grenades, 6 loose rounds of 12 Gauge 00 Buckshot shells, 25 loose rounds of Rubber Ball shot shells, 2 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Professional Radio, 10 Zip-tie Handcuffs

Police Marksman, AR-15 (Law Enforcement) (Character Level 4)

Police Marksman (Medium Human)

BV 25 **LVL** 4 **CHP** 14 **XHP** 28 **CP** 15 (2 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
12	12	10

Initiative +2
Defense 15 (+3 Armor, +2 DEX)
Touch 12 | Flat-Footed 13
BAB +4
Grapple +5

Attack(s)

Armalite AR-15 (Ranged) (5.56x45mm) (SL)
80ft (120ft with feat) (100ft with optic) (100-150ft with feat and optic) (must spend 3 CP to sight in a target), 20r
5 CP +7 Single Shot attack, 5d4 ballistic damage
1 CP +1 Potshot attack, 5d4 ballistic damage
4 CP +4 Double Tap attack, 7d4 ballistic damage
Glock 17 (Ranged) (9x19mm) (PA)
35ft (50ft with feat), 17r
4 CP +7 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +1 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +4 Double Tap attack, 3d6+2 ballistic damage (JHP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +6 | Will +3
Armor
Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)
Skills
Acrobatics +7 (+10)
Athletics +7 (+9)
Drive +2
*Knowledge (Civics) +4
Knowledge (Tactics) +3
**Perception +11
Stealth +7 (+10)

Feats

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Expert (Additional –1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, –10 to CP cost when clearing a jammed assault, battle, carbine, or target rifle, or SMG, and when attempting to repair an assault, battle, carbine, or target rifle, or SMG the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with an assault, battle, carbine, or target rifle, the character immediately gains 5 CP that can be used for attacks or reloading. A character can only receive these Combat Points once per turn. The CP that are given must be used on attacks or reloading only, and only attacks with the same rifle that reduced the creature to 0 CHP must be used. The character may not move any distance and if the bonus CP are not used immediately after the attack, the character loses them. A character also receives +2 damage dice when performing an autofire, burst fire, sprayfire, or sweepfire attack with an SMG.)
Spotter (Character may sight in a target using a telescopic sight for 3 CP.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Precise Shot (Character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.)
Leading Target (When attacking, a character may ignore a target's DEF bonuses due to movement.)
Organization
Solitary or pair

Possessions

Police Uniform, a police baseball cap, Sunglasses, Light Duty Vest (with 2 Dual Large Magazine Pouches, a Small Magazine Pouch, and a Utility Pouch), ArmaLite AR-15 (with a Bayonet Lug, a Bipod, a Fixed Stock, a Patrol Sling, a 3x Telescopic Sight, and a Threaded Barrel), Glock 17 (with a High Output Tactical Flashlight), 4 20 round M16/AR-15 magazines loaded with 20 rounds of 5.56x45mm FMJ, 3 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, 4 Zip-tie Handcuffs

Police Marksman, M1A (Law Enforcement) (Character Level 4)

Police Marksman (Medium Human)

BV 25 **LVL** 4 **CHP** 14 **XHP** 28 **CP** 15 (2 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
12	12	10

Initiative +2
Defense 15 (+3 Armor, +2 DEX)
Touch 12 | Flat-Footed 13
BAB +4
Grapple +5

Attack(s)

Springfield Armory M1A (Ranged) (7.62x51mm) (SL)
85ft (125ft with feat) (105ft with optic) (105-155ft with feat and optic) (must spend 3 CP to sight in a target), 10r
5 CP +7 Single Shot attack, 5d6 ballistic damage
1 CP +1 Potshot attack, 5d6 ballistic damage
4 CP +3 Double Tap attack, 7d6 ballistic damage
Glock 17 (Ranged) (9x19mm) (PA)
35ft (50ft with feat), 17r
4 CP +7 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP +1 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +4 Double Tap attack, 3d6+2 ballistic damage (JHP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +6 | Will +3

Armor
Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)
Skills
Acrobatics +7 (+10)
Athletics +7 (+9)
Drive +2
*Knowledge (Civics) +4
Knowledge (Tactics) +3
**Perception +11
Stealth +7 (+10)
Feats
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Expert (Additional –1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, –10 to CP cost when clearing a jammed assault, battle, carbine, or target rifle, or SMG, and when attempting to repair an assault, battle, carbine, or target rifle, or SMG the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with an assault, battle, carbine, or target rifle, the character immediately gains 5 CP that can be used for attacks or reloading. A character can only receive these Combat Points once per turn. The CP that are given must be used on attacks or reloading only, and only attacks with the same rifle that reduced the creature to 0 CHP must be used. The character may not move any distance and if the bonus CP are not used immediately after the attack, the character loses them. A character also receives +2 damage dice when performing an autofire, burst fire, sprayfire, or sweepfire attack with an SMG.)
Dead Aim (Before making a ranged attack, the character may spend 7 CP to line up the shot. This grants the character a +2 circumstance bonus on their next attack. The attack must be a single shot attack. Any other attack besides a single shot does not gain the bonuses for this attack, and the character loses the benefit of aiming. If the character takes damage or is effected by a status effect before attacking, the character loses the benefit of aiming. All movement costs are doubled if the character uses the benefits of this feat, until either forgoing the bonus to attack, or performing any attack. The effect does not stack between rounds.)
Marksman Shot (The circumstance bonus from the Dead Aim feat may be stacked each round the character spends aiming, up to a maximum of five rounds. Each round spent aiming beyond the first round also grants a +3 attack bonus instead of a +2.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Precise Shot (Character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.)
Organization
Solitary or pair

Possessions

Police Uniform, a police baseball cap, Sunglasses, Light Duty Vest (with 2 Dual Large Magazine Pouches, a Small Magazine Pouch, and a Utility Pouch), Springfield Armory M1A (with a Bipod, a Fixed Stock, a Patrol Sling, a 3x Telescopic Sight, and a Threaded Barrel), Glock 17 (with a High Output Tactical Flashlight), 4 10 round M14 magazines loaded with 10 rounds of .308 Winchester FMJ, 3 17 round Glock 26 magazines loaded with 17 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Tactical Holster, Professional Radio, 4 Zip-tie Handcuffs

Fantasy Races

Dragonbreed Anti-Armor Specialist (Military) (Character Level 4)

Anti-Armor Specialist (Medium Dragonbreed)

BV 120 **LVL** 4 **CHP** 19 **XHP** 38 **CP** 13 (2 to begin moving)

STR	DEX	CON
16	12	16
INT	WIS	CHA
10	10	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +4
Grapple +7

Attack(s)

Claws (Melee)
2 CP +7 Light attack, 1d4 slashing damage
3 CP +7 Standard attack, 1d4+3 slashing damage
5 CP +7 Heavy attack, 2d4+3 slashing damage
10 CP +7 Full attack, 3d4+7 slashing damage
Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 7d2 fire damage, [TN13 Ref] half damage, [TN20 Fort] avoid effect, target(s) catch fire for 1d4 fire damage for 1d3+1 rounds on a failed Fortitude Saving Throw.
Colt M4A1 (Ranged) (5.56x45mm) (SL/Auto(F))
70ft, 30r
5 CP +6 Single Shot attack, 5d4 ballistic damage
1 CP +0 Potshot attack, 5d4 ballistic damage
5 CP +4 Double Tap attack, 7d4 ballistic damage
5 CP +4 12R Autofire attack, 6d4 ballistic damage
4 CP +3 6R Burst attack, 9d4 ballistic damage
3 CP –2 12R Sprayfire attack, 10d4 ballistic damage
3 CP –2 18R Sweepfire attack, 6d4 ballistic damage, 35ft cone
Glock 41 (Ranged) (.45 ACP) (PA)
45ft, 13r
6 CP +6 Single Shot attack, 3d4+2 ballistic damage
4 CP +0 Potshot attack, 3d4+2 ballistic damage
6 CP +4 Double Tap attack, 5d4+2 ballistic damage
AT4 (Ranged) (Single)
250ft (30ft blast radius), 1r
7 CP +5 Single Shot attack, 30d12 concussion damage
3 CP –1 Potshot attack, 30d12 concussion damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +5 Throw attack 5d6 slashing damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +2 | Will +3
Armor
(DR 3/Fire)
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +5 (+8)
Athletics +7 (+10)
*Demolitions +9
Drive +2
Knowledge (Tactics) +3
Linguistics (one of the GM's choice) +1
Perception +5
*Stealth +5 (+8)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Explosive Weapon Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)
Skill Focus (Demolitions)
Explosive Weapons Specialist (–1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Varies

Possessions

Fatigues (with appropriate camouflage pattern), Backpack, Small Waist Pack, Tactical Vest (with 2 Dual Large Magazine Pouches, a Grenade Pouch, and a Utility Pouch), Ballistic Combat Helmet, Colt M4A1 (with a Bayonet Lug, a Patrol Sling, a Synthetic Stock, and a Threaded Barrel), Glock 41, AT4 (with a Patrol Sling), Fragmentation Grenade, Smoke Grenade, Tactical Holster/Caddy, 5 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm FMJ, 3 13 round Glock 30 magazines loaded with 13 rounds of .45 ACP FMJ, Professional Radio, Clip-on Flashlight, Canteen (Exquisite Quality Water), 2 Military MREs

Dragonbreed Anti-Materiel Rifleman (Military) (Character Level 4)

Anti-Materiel Rifleman (Medium Dragonbreed)

BV 48 **LVL** 4 **CHP** 19 **XHP** 40 **CP** 13 (2 to begin moving)

STR	DEX	CON
16	12	16
INT	WIS	CHA
10	10	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +4
Grapple +7

Attack(s)

Claws (Melee)
2 CP +7 Light attack, 1d4 slashing damage
3 CP +7 Standard attack, 1d4+3 slashing damage
5 CP +7 Heavy attack, 2d4+3 slashing damage
10 CP +7 Full attack, 3d4+7 slashing damage
Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 7d2 fire damage, [TN13 Ref] half damage, [TN20 Fort] avoid effect, target(s) catch fire for 1d4 fire damage for 1d3+1 rounds on a failed Fortitude Saving Throw.
Barrett M82A1 (Ranged) (.50 BMG) (SL)
220ft (330ft with feat) (275-385ft with optic) (up to 275-575ft with feat and optic) (must spend 6 CP to sight in a target), 10r, can only be fired with the bipod deployed in a manner that could reasonably stabilize the firearm.
7 CP (4 CP with magnified optic) +6 Single Shot attack, 10d8 ballistic damage
4 CP (1 CP with magnified optic) +0 Potshot attack, 10d8 ballistic damage
6 CP (3 CP with magnified optic) (+5 with magnified optic) (–5 without magnified optic) Double Tap attack, 14d8 ballistic damage
Glock 41 (Ranged) (.45 ACP) (PA)
45ft (70ft with feat), 13r
6 CP +6 Single Shot attack, 3d4+2 ballistic damage
4 CP +0 Potshot attack, 3d4+2 ballistic damage
6 CP +4 Double Tap attack, 5d4+2 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +2 | Will +3
Armor
(DR 3/Fire)
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +6 (+9)
**Athletics +10 (+13)
Drive +3
Knowledge (Tactics) +4
Linguistics (one of the GM's choice) +1
Perception +4
**§Stealth +4 (+7)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)
Recoil Management (+2 bonus to attacks with an anti-materiel rifle when using a properly deployed bipod.)
Anti-Materiel Rifle Expert (Additional –3 to CP cost when firing an anti-materiel rifle with a magnified optic, –10 to CP cost when clearing a jammed anti-materiel rifle, and when attempting to repair an anti-materiel rifle, the character gains a +6 bonus. Also, when firing an anti-materiel rifle with a magnified optic, the recoil penalty is reduced by ½.)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Dead Aim (Before making a ranged attack, the character may spend 7 CP to line up the shot. This grants the character a +2 circumstance bonus on their next attack. The attack must be a single shot attack. Any other attack besides a single shot does not gain the bonuses for this attack, and the character loses the benefit of aiming. If the character takes damage or is effected by a status effect before attacking, the character loses the benefit of aiming. All movement costs are doubled if the character uses the benefits of this feat, until either forgoing the bonus to attack, or performing any attack. The effect does not stack between rounds.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Marksman Shot (The circumstance bonus from the Dead Aim feat may be stacked each round the character spends aiming, up to a maximum of five rounds. Each round spent aiming beyond the first round also grants a +3 attack bonus instead of a +2.)
Organization
Solitary or pair

Possessions

Fatigues (with appropriate camouflage pattern), Backpack, Small Waist Pack, Tactical Vest (with a Dual Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet, Barrett M82A1 (with a Bipod, a Fixed Stock, a Patrol Sling, an Adjustable 3-9x Telescopic Sight, and a Threaded Barrel), Glock 41, Tactical Holster/Caddy, 2 10 round Barrett M82A1 magazines loaded with 10 rounds of .50 BMG FMJ, 3 13 round Glock 30 magazines loaded with 13 rounds of .45 ACP FMJ, Professional Radio, Standard Binoculars, Canteen (Exquisite Quality Water), 2 Military MREs

Dragonbreed Mafia Enforcer (Criminal) (Character Level 2)

Mafia Enforcer (Medium Dragonbreed)

BV 39 **LVL** 2 **CHP** 18 **XHP** 20 **CP** 13

STR	DEX	CON
16	10	15
INT	WIS	CHA
10	10	10

Initiative +0
Defense 11 (+1 Armor)
Touch 11 | Flat-Footed 11
BAB +2
Grapple +5

Attack(s)

Claws (Melee)
2 CP +5 Light attack, 1d4 slashing damage
3 CP +5 Standard attack, 1d4+3 slashing damage
5 CP +5 Heavy attack, 2d4+3 slashing damage
10 CP +5 Full attack, 3d4+7 slashing damage
Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 4d2 acid damage, [TN8 Ref] half damage, [TN16 Fort] avoid effect, target(s) suffer half of the original amount of damage inflicted in the following round on a failed Fortitude Saving Throw.
H&K MP5A3 (Ranged) (9x19mm) (SL/Auto(M)) (+1 Mastercraft)
50ft, 30r
6 CP +4 Single Shot attack, 2d6+2 ballistic damage (JHP)
2 CP –2 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +4 Double Tap attack, 3d6+2 ballistic damage (JHP)
5 CP +3 10R Autofire attack, 2d6+2 ballistic damage (JHP)
4 CP +4 5R Burst attack, 4d6+2 ballistic damage (JHP)
3 CP +0 10R Sprayfire attack, 6d6+2 ballistic damage (JHP)
3 CP +0 15R Sweepfire attack, 2d6+2 ballistic damage (JHP), 25ft cone
Taurus Raging Bull (Ranged) (.454 Casull/.45 Long Colt) (RDA)
40ft, 5r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
5 CP +3 Single Shot attack, 3d6+5 ballistic damage
3 CP –3 Potshot attack, 3d6+5 ballistic damage
5 CP +0 Double Tap attack, 5d6+5 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +0 | Will +1
Armor
(DR 3/Acid)
Undercover Vest (10/Ballistic; AP 30)
Skills
Acrobatics +4 (+5)
Athletics +5 (+6)
*§Disable Device +6
Drive +3
Knowledge (Streetwise) +5
Linguistics (one of the GM's choice) +1
Perception +3
**Presence +4
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Knowledge (Streetwise))
Organization
Solitary or gang (1d2+2)

Possessions

Clothes of the GM's choice, Undercover Vest, H&K MP5A3 (with a Folding Stock), Taurus Raging Bull, 3 30 round MP5 magazines loaded with 30 rounds of 9x19mm JHP, 2 5 round speedloaders loaded with 5 rounds of .454 Casull FMJ, Standard Smartphone, Multipurpose Tool, 3d4 WP in cash

Dwarven Armored Car Guard (Security) (Character Level 3)

Armored Car Guard (Medium Cave Dwarf)

BV 33 **LVL** 3 **CHP** 19 **XHP** 18 **CP** 12

STR	DEX	CON
14	12	11
INT	WIS	CHA
10	10	10

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-Footed 11
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)
AA-12 (Ranged) (12 Gauge) (OB: SL/Auto(S))
45ft, 8r, 5% Error Range, –2 attack penalty to all Single Shot and Potshot attacks, and –1 penalty to all multi-shot attacks while using this weapon.
6 CP +3 Single Shot attack, 5d6 ballistic damage
2 CP –5 Potshot attack, 5d6 ballistic damage
5 CP +4 Double Tap attack, 7d6 ballistic damage
5 CP +4 8R Autofire attack, 5d6 ballistic damage
3 CP +3 8R Sprayfire attack, 9d6 ballistic damage
3 CP +3 12R Sweepfire attack, 5d6 ballistic damage, 20ft cone
Glock 22 (Ranged) (.40 S&W) (PA)
30ft, 15r
4 CP +6 Single Shot attack, 3d4+2 ballistic damage (JHP)
3 CP +0 Potshot attack, 3d4+2 ballistic damage (JHP)
5 CP +5 Double Tap attack, 5d4+2 ballistic damage (JHP)

Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort +3 (+8 against disease and poison) | Ref +2 | Will +2

Armor
Undercover Vest (10/Ballistic; AP 30)
Skills
Acrobatics +5 (+6)
Athletics +7 (+8)
Drive +4
Knowledge (Streetwise) +2
Knowledge (Tactics) +2
**Perception +10
**Presence +4
Treat Injury +2
Feats
Archaic Weapons Proficiency (Maces) (Grants proficiency with the chosen class of weaponry.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Perception)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Organization
Solitary or team (1d2+2)

Possessions

Guard Uniform, Utility Belt, Sunglasses, Undercover Vest, AA-12 (with a permanent Buffer Stock, a Combat Cut Smoothbore Barrel, and a Tactical Sling), Glock 22, 4 8 round AA-12 magazines loaded with 8 rounds of 12 Gauge 00 Buckshot, 2 15 round Glock 27 magazines loaded with 15 rounds .40 S&W JHP (3d4+2/3d4–2 ballistic damage against unarmored/Ba. armored), Tactical Holster/Caddy, Professional Radio, High-end Smartphone, Pen Flashlight, Multipurpose Tool, 2d4 WP in cash

Dwarven Cowboy/Ranch Hand (Rural) (Character Level 2)

Cowboy/Ranch Hand (Medium Hill Dwarf)

BV 15 **LVL** 2 **CHP** 18 **XHP** 16 **CP** 12

STR	DEX	CON
13	14	13
INT	WIS	CHA
10	10	8

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +2
Grapple +3

Attack(s)

Hand Axe (Melee)
2 CP +3 Light attack, 2d6+3/15-18 slashing damage
3 CP +3 Standard attack, 2d6+6/15-18 slashing damage
5 CP +3 Heavy attack, 3d6+6/15-18 slashing damage
10 CP +3 Full attack, 4d6+10/15-18 slashing damage
Winchester Model 1892 (Ranged) (.44-40 Winchester) (Lever)
70ft, 15r, attacks cost +3 CP when firing from a Prone position, –1 CP when performing Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
5 CP +4 Single Shot attack, 1d10+5 ballistic damage
1 CP –2 Potshot attack, 1d10+5 ballistic damage
Colt Single Action Army Calvary (Ranged) (.45 Long Colt/.45 Schofield) (SA)
35ft, 6r, +1 CP used for all Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
6 CP +4 Single Shot attack, 2d6+3 ballistic damage
5 CP –2 Potshot attack, 2d6+3 ballistic damage
5 CP +4 2R Fan attack, 3d6+3 ballistic damage
6 CP +3 3R Fan attack, 4d6+3 ballistic damage

Reach 5'
Fighting Space 5' by 5'

Saves Fort +1 | Ref +4 | Will +1
Armor
None
Skills
Acrobatics +5
*Animal Handling +4
**Athletics +6
Knowledge (Streetwise) +4
Linguistics (one of the GM's choice) +1
Perception +2
Ride +8
Stealth +4
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Skill Focus (Ride)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Organization
Solitary, pair, or group (3d3)

Possessions

Proper cowboy clothes, cowboy hat, Small Waist Pack, Hand Axe, Winchester Model 1892 Rifle (with a Fixed Stock), Colt Single Action Army Cavalry, 15 loose rounds of .44-40 Winchester FMJ, 18 loose rounds of .45 Long Colt FMJ, Cased Round Bandolier, Gun Belt (single holster), Tactical Sheath, Canteen (Good Quality Water), 1d3 WP in Silver Coins

Dwarven Rifleman (Military) (Character Level 3)

Rifleman (Medium Hill Dwarf)

BV 41 **LVL** 3 **CHP** 19 **XHP** 25 **CP** 12 (2 to begin moving)

STR	DEX	CON
14	12	14
INT	WIS	CHA
12	10	8

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-Footed 13
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6–1 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Hand Axe (Melee)
2 CP +5 Light attack, 1d6+4/15-18 slashing damage
3 CP +5 Standard attack, 1d6+7/15-18 slashing damage
5 CP +5 Heavy attack, 2d6+7/15-18 slashing damage
10 CP +5 Full attack, 3d6+11/15-18 slashing damage
FN SCAR-H (Ranged) (7.62x51mm) (SL/Auto(M)) (+1 Mastercraft)
80ft, 20r
6 CP +6 Single Shot attack, 5d6 ballistic damage
2 CP +0 Potshot attack, 5d6 ballistic damage
5 CP +5 Double Tap attack, 7d6 ballistic damage
5 CP +5 10R Autofire attack, 5d6 ballistic damage
4 CP +6 5R Burst attack, 8d6 ballistic damage
3 CP +1 10R Sprayfire attack, 9d6 ballistic damage
3 CP +1 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone
FN FNX-45 (Ranged) (.45 ACP) (DA/SA)
35ft, 14r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, –2 penalty to Stealth checks to hide this weapon.
4 CP +8 Single Shot attack, 3d4+2 ballistic damage
3 CP +2 Potshot attack, 3d4+2 ballistic damage
5 CP +5 Double Tap attack, 5d4+2 ballistic damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +4 Throw attack 5d6 slashing damage

Reach 5'
Fighting Space 5' by 5'

Saves Fort +4 | Ref +2 | Will +3
Armor
Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
**Acrobatics +7 (+10)
**Athletics +8 (+11)
Drive +3
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +1
Perception +7
Stealth +4 (+7)
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Fire Team (4 plus 1 sergeant at Character Level 4-5) or squad (1d3+8 plus 1 sergeant at Character Level 4-5)

Possessions

Fatigues (with appropriate camouflage pattern), Night Vision Goggles (with a helmet mount), Backpack, 2 Small Waist Packs, Light Duty Vest (with appropriate camouflage pattern, a Grenade Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet, Hand Axe, FN SCAR-H (with a Fixed Folding Stock, a High Output Tactical Flashlight, a Tactical Sling, and a Threaded Barrel), FN FNX-45, 2 Fragmentation Grenades, 7 20 round .308 SCAR magazines loaded with 20 rounds of 7.62x51mm FMJ, 2 14 round FNX-45 magazines loaded with 14 rounds of .45 ACP FMJ, Tactical Holster/Caddy, Tactical Sheath, Professional Radio,, Clip-on Flashlight, Canteen (Exquisite Quality Water), 2 Military MREs

Elven Hacker Punk (Criminal) (Ordinary Level 2)

Hacker Punk (Medium High Elf)

BV 6 **LVL** 2 **CHP** 9 **XHP** 9 **CP** 17

STR	DEX	CON
10	14	10
INT	WIS	CHA
14	9	7

Initiative +5
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +2
Grapple +2

Attack(s)

Pocket Knife (Melee)
1 CP +2 Light attack, 1d4–3/15-18 piercing damage
2 CP +2 Standard attack, 1d4/15-18 piercing damage
4 CP +2 Heavy attack, 2d4/15-18 piercing damage
9 CP +2 Full attack, 3d4+4/15-18 piercing damage
Raven Arms MP-25 (Ranged) (.25 ACP) (SA)
15ft, 6r, 15% Error Range.
5 CP +1 Single Shot attack, 1d3 ballistic damage
4 CP –5 Potshot attack, 1d3 ballistic damage
6 CP –6 Double Tap attack, 2d3 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +0 | Ref +2 | Will –1
Armor
None
Skills
Acrobatics +6
§Craft (Electronic) +11
*§Disable Device +7
Drive +2
Knowledge (Physical Sciences) +6
Knowledge (Streetwise) +8
Knowledge (Technology) +8
Linguistics (Sidhe) +Free
Linguistics (Trade Bant Simp.) +1
Perception +2
*Stealth +4
§Technology Use +10
Feats
Practiced Stylist (–2 to CP cost when attacking with a stylus.)
Runic Stylist (Illusion) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)
Simple Weapon Specialist (Pocket Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Skill Focus (Knowledge (Technology))
Skill Focus (Craft (Electrical))
Skill Focus (Technology Use)
Organization
Solitary

Possessions
Casual Clothes (Mild Weather), Pocket Knife (with Retractable upgrade), Raven Arms MP-25, 2 6 round MP-25 magazines loaded with 6 rounds of .25 ACP FMJ, Laptop (+3 on Technology Use checks; included in profile), High-end Smartphone, 2 Jazz doses, 1d4 WP in cash

Elven Militia Man (Adventurer) (Character Level 2)

Militia Man (Medium Desert Elf)

BV 31 **LVL** 2 **CHP** 10 **XHP** 13 **CP** 17

STR	DEX	CON
12	14	11
INT	WIS	CHA
10	12	10

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +2
Grapple +3

Attack(s)

Survival Knife (Melee)
2 CP +3 Light attack, 1d4–2/14-18 slashing damage
3 CP +3 Standard attack, 1d4+1/14-18 slashing damage
5 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +3 Full attack, 3d4+5/14-18 slashing damage
CZ Scorpion EVO 3 SMG (Ranged) (9x19mm) (SL/3RB/Auto(F))
40ft, 30r
6 CP +5 Single Shot attack, 2d6 ballistic damage
2 CP –1 Potshot attack, 2d6 ballistic damage
5 CP +3 Double Tap attack, 3d6 ballistic damage
5 CP +1 12R Autofire attack, 4d6 ballistic damage
4 CP +4 3R Burst attack, 4d6 ballistic damage
4 CP +2 6R Burst attack, 5d6 ballistic damage
5 CP –3 12R Sprayfire attack, 7d6 ballistic damage
4 CP –3 18R Sweepfire attack, 3d6 ballistic damage, 20ft cone
CZ 75 (Ranged) (9x19mm) (DA/SA)
30ft, 16r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
5 CP +4 Single Shot attack, 2d6 ballistic damage
4 CP –2 Potshot attack, 2d6 ballistic damage
6 CP +0 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Blindsight 35'
Saves Fort +1 | Ref +5 | Will +1
Armor
MOLLE Vest with Titanium Plates (6/Ballistic, Ba. Piercing, 1/Piercing; AP 18)

Skills
**Acrobatics +8
Athletics +8
Drive +4
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +Free
Perception +5
Ride +4
Stealth +3
*Treat Injury +2

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Ballistic Specialization (Intermediate Rimless) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Skill Focus (Athletics)
Organization
Team (1d6+2)

Possessions

Casual Clothes (Hot Weather), Backpack, MOLLE Vest (with 2 Dual Large Magazine Pouches, a Small Magazine Pouch, and Titanium Plates), Survival Knife, CZ Scorpion EVO 3 SMG (with a Folding Stock and a Patrol Sling), CZ 75, 5 30 round EVO 3 magazines loaded with 30 rounds of 9x19mm FMJ, 3 16 round CZ 75 magazines loaded with 16 rounds of 9x19mm FMJ, Tactical Holster, Concealed Sheath, Canteen (Great Quality Water), 2 Civilian MREs

Elven Private Investigator (Investigative) (Character Level 3)

Private Investigator (Medium High Elf)

BV 14 **LVL** 3 **CHP** 10 **XHP** 20 **CP** 17

STR	DEX	CON
10	14	11
INT	WIS	CHA
14	16	11

Initiative +2
Defense 14 (+2 Armor, +2 DEX)
Touch 12 | Flat-Footed 12
BAB +3
Grapple +3

Attack(s)

Escape Knife (Melee)
2 CP +3 Light attack, 1d2–2 piercing damage
3 CP +3 Standard attack, 1d2+1 piercing damage
5 CP +3 Heavy attack, 2d2+1 piercing damage
10 CP +3 Full attack, 3d2+5 piercing damage
S&W M&P340 2" (Ranged) (.357 Magnum/.38 Special) (DAO)
25ft, 5r, not affected by Error Range due to ammunition.
5 CP +5 Single Shot attack, 2d4+3 ballistic damage (JHP)
4 CP –1 Potshot attack, 2d4+3 ballistic damage (JHP)
6 CP –3 Double Tap attack, 3d4+3 ballistic damage (JHP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +1 | Ref +4 | Will +4
Armor
Low-Profile Armor (6/Ballistic; AP 18)
Skills
Acrobatics +6 (+7)
*Craft (Visual Art) +6
§Drive +4
Knowledge (Civics) +8
Knowledge (Streetwise) +9
Linguistics (Haramut) +Free
Linguistics (one of the GM's choice) +1
Linguistics (one of the GM's choice) +1
Perception +12
§Speechcraft +9
**Stealth +8 (+9)
Feats
Practiced Stylist (–2 to CP cost when attacking with a stylus.)
Runic Stylist (Divination) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)
Skill Focus (Perception)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Skill Focus (Stealth)
Tactical Draw (S&W M&P340 2") (Character can draw chosen model of weapon from a holster or sheath for 1 CP, from Waistband carry for 3 CP, and holster it for 1 CP.)
Quick Draw Attack (S&W M&P340 2") (Character may draw chosen model of weapon from a holster or sheath and immediately make a single attack for 4 CP. Weapon used must be the same model that the character has a Tactical Draw feat for. May only be done twice per turn. Any feats or equipment that reduce the CP cost for a single attack or for drawing a weapon also reduce the CP cost for this attack. The weapon must be in a holster or a sheath.)
Organization
Solitary

Possessions

Business Clothes (Mild Weather), Escape Knife, S&W M&P340 2", 2 5 round speedloaders loaded with 5 rounds of .38 Special JHP (3d4+3/3d4–1 ballistic damage against unarmored/Ba. armored), Concealed Carry Holster, Professional Grade Camera, High-end Smartphone, Penlight, 1d4+2 WP in cash

Elven Private Military Contractor (Security) (Character Level 4)

Private Military Contractor (Medium Forest Elf)

BV 36 **LVL** 4 **CHP** 11 **XHP** 30 **CP** 17 (1 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
12	14	10

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +4
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d4–2 bludgeoning damage (lethal or non-lethal)
3 CP +4 Standard attack, 1d4+1 bludgeoning damage (lethal or non-lethal)
5 CP +4 Heavy attack, 2d4+1 bludgeoning damage (lethal or non-lethal)
10 CP +4 Full attack, 3d4+5 bludgeoning damage (lethal or non-lethal)
Survival Knife (Melee)
2 CP +4 Light attack, 1d4–2/14-18 slashing damage
3 CP +4 Standard attack, 1d4+1/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +4 Full attack, 3d4+5/14-18 slashing damage
Noveske Light GPR (Ranged) (5.56x45mm) (SL/Auto(F))
70ft (85ft with optic) (must spend 2 CP to sight in a target), 30r, +1 bonus to attacks within the first five range increments.
6 CP +7 Single Shot attack, 5d4 ballistic damage
2 CP +1 Potshot attack, 5d4 ballistic damage
5 CP +4 Double Tap attack, 7d4 ballistic damage
5 CP +2 12R Autofire attack, 6d4 ballistic damage
4 CP +3 6R Burst attack, 9d4 ballistic damage
3 CP –2 12R Sprayfire attack, 10d4 ballistic damage
3 CP –2 18R Sweepfire attack, 6d4 ballistic damage, 35ft cone (40ft with optic)
FN FNS-9 (Ranged) (9x19mm) (PA)
35ft, 17r
4 CP +8 Single Shot attack, 2d6 ballistic damage
3 CP +2 Potshot attack, 2d6 ballistic damage
5 CP +2 Double Tap attack, 3d6 ballistic damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +5 Throw attack 5d6 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort +3 | Ref +5 | Will +3
Armor
MOLLE Vest with Ceramic Plates (18/Ballistic, Ba. Piercing, 3/Piercing; AP 36)

Skills
Acrobatics +9
Athletics +9
Craft (Mechanical) +5
**Drive +7
Knowledge (Tactics) +5
Linguistics (Trade Bant Simp.) +Free
**Perception +10
§Stealth +9
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Ballistic Specialization (Intermediate Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Organization
Varies

Possessions

Casual Clothes (Mild Weather), a patrol cap, MOLLE Vest (with appropriate camouflage pattern, Ceramic Plates, a Grenade Pouch, a Sextuple Large Magazine Pouch, and a Utility Pouch), Survival Knife, Noveske Light GPR [paired with a Carbine Lower] (with a 1.5x Advanced Combat Sight [Balanced Reticle] a Fixed Folding Stock, a High Output Tactical Flashlight, a Tactical Sling, and a Vertical Foregrip), FN FNS-9, Fragmentation Grenade, Smoke Grenade, 7 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm FMJ, 3 17 round FNS/FNX-9 magazines loaded with 17 rounds of 9x19mm FMJ, Tactical Holster/Caddy, Concealed Sheath, Professional Radio w/headset (output to headset), High-end Smartphone, Clip-on Flashlight, Canteen (Great Quality Water)

Kobold Saboteur (Adventurer) (Character Level 4)

Saboteur (Small Kobold)

BV 26 **LVL** 4 **CHP** 8 **XHP** 22 **CP** 18

STR	DEX	CON
10	14	10
INT	WIS	CHA
14	10	8

Initiative +2
Defense 13 (+2 DEX, +1 Size)
Touch 13 | Flat-Footed 11
BAB +4
Grapple +0

Attack(s)

Pocket Knife (Melee)
2 CP +3 Light attack, 1d4–3/15-18 piercing damage
3 CP +3 Standard attack, 1d4/15-18 piercing damage
5 CP +3 Heavy attack, 2d4/15-18 piercing damage
10 CP +3 Full attack, 3d4+4/15-18 piercing damage
Steyr TMP (Ranged) (9x19mm) (SL/Auto(F))
40ft, 30r, +1 bonus within the first five range increments.
5 CP +6 Single Shot attack, 2d6 ballistic damage
3 CP +0 Potshot attack, 2d6 ballistic damage
5 CP +3 Double Tap attack, 3d6 ballistic damage
5 CP –3 12R Autofire attack, 3d6 ballistic damage
2 CP +1 6R Burst attack, 5d6 ballistic damage
2 CP –6 12R Sprayfire attack, 7d6 ballistic damage
2 CP –6 18R Sweepfire attack, 3d6 ballistic damage, 20ft cone
†Glock 25 (Ranged) (.380 ACP) (PA)
30ft, 15r
4 CP +8 Single Shot attack, 2d4 ballistic damage
3 CP +2 Potshot attack, 2d4 ballistic damage
5 CP +3 Double Tap attack, 3d4 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Blindsight 35', Darkvision 50', Low-Light Vision, Non-Verbal Communication, Scent
Saves Fort +2 | Ref +6 | Will +2
Armor
MOLLE Vest (0/None; AP –)

Skills
Acrobatics +9
Athletics +9
Craft (Chemical) +10
Craft (Mechanical) +10
*Demolitions +12
Disable Device +10
Drive +4
Linguistics (Trade Bant Simp.) +Free
Perception +8 (+12 for scent-based checks)
*Stealth +10
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Evasion (When making a Reflex Saving Throw, character takes ¼ damage with a successful Saving Throw. Feat may only be used when wearing no armor, light armor, or medium armor.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Demolitions)
Skill Focus (Disable Device)
Skill Focus (Stealth)
Skill Focus (Craft (Chemical))
Machine Pistoleer (Once per turn, the character can perform a burst fire, sprayfire or sweepfire attack with a handgun or a machine pistol with full auto or burst fire firing modes for half their normal CP cost, rounded up.)
Organization
Solitary

†The equipped standard laser sight, when activated, grants a +1 attack bonus to all single shot attack rolls and a +2 attack bonus to all potshot attack rolls made against any target within the first range increment. This upgrade's attack bonus cannot be combined with a sight that grants any attack bonus(es).

Possessions

Casual Clothes (Mild Weather), Backpack, Small Waist Pack, MOLLE Vest (with appropriate camouflage pattern, a Holster Pouch, a Quad Large Magazine Pouch, and a Small Magazine Pouch), Pocket Knife (with Retractable upgrade), Steyr TMP (with an Optic Mount, a Red Dot Sight [Balanced Reticle], a Standard Quality Level 2 Suppressor, a Tactical Sling, a Threaded Barrel, and a permanent Vertical Foregrip), Glock 25 (with a Standard Laser Sight, a Standard Quality Level 2 Suppressor, and a Threaded Barrel), 2 units of Plastic Explosives, 5 30 round SSP magazines loaded with 30 rounds of 9x19mm FMJ, 3 15 round Glock 28 magazines loaded with 15 rounds of .380 ACP FMJ, Professional Radio w/headset (output to headset), Multipurpose Tool, Radio Detonator

Kobold Special Forces Operator (Military) (Character Level 6)

Special Forces Operator (Small Kobold)

BV 43 **LVL** 6 **CHP** 10 **XHP** 36 **CP** 18

STR	DEX	CON
13	14	12
INT	WIS	CHA
12	12	8

Initiative +2
Defense 13 (+2 DEX, +1 Size)
Touch 13 | Flat-Footed 11
BAB +6
Grapple +3

Attack(s)

Survival Knife (Melee)
2 CP +6 Light attack, 1d4–2/14-18 slashing damage
3 CP +6 Standard attack, 1d4+1/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +6 Full attack, 3d4+5/14-18 slashing damage
†H&K MP7A1 (Ranged) (4.6x30mm) (PA/3RB/Auto(F))
45ft, 30r, +1 bonus to attacks within the first five range increments.
3 CP +9 Single Shot attack, 3d4–1 ballistic damage
1 CP +3 Potshot attack, 3d4–1 ballistic damage
3 CP +8 Double Tap attack, 6d4–1 ballistic damage
3 CP +6 12R Autofire attack, 6d4–1 ballistic damage
1 CP +8 3R Burst attack, 8d4–1 ballistic damage
1 CP +6 6R Burst attack, 9d4–1 ballistic damage
1 CP +3 12R Sprayfire attack, 10d4–1 ballistic damage
1 CP +3 18R Sweepfire attack, 6d4–1 ballistic damage, 20ft cone
†Walther P99 (Ranged) (9x19mm) (PA)
30ft, 16r
2 CP +10 Single Shot attack, 2d6 ballistic damage
1 CP +4 Potshot attack, 2d6 ballistic damage
3 CP +7 Double Tap attack, 4d6 ballistic damage
2 CP +8 3R Burst attack, 4d6 ballistic damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +8 Throw attack 5d6 slashing damage
††Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +8 Throw attack, special damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Blindsight 35', Darkvision 50', Low-Light Vision, Non-Verbal Communication, Receptive Healing, Scent
Saves Fort +4 | Ref +6 | Will +5
Armor
MOLLE Vest with Titanium Plates (6/Ballistic, Ba. Piercing, 1/Piercing; AP 18)
Skills
Acrobatics +12
**Athletics +12
Craft (Chemical) +8
Craft (Mechanical) +8
§Demolitions +12
Disable Device +8
Drive +5
Linguistics (Trade Bant Simp.) +Free
Knowledge (Tactics) +6
Perception +10 (+14 for scent-based checks)
**Stealth +12
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Machine Pistoleer (Once per turn, the character can perform a burst fire, sprayfire or sweepfire attack with a handgun or a machine pistol with full auto or burst fire firing modes for half their normal CP cost, rounded up.)
Handgun Reloader (Reloading any handgun or machine pistol with magazines or speedloaders costs 2 CP. Reloading any handgun from loose rounds or refilling magazines or speedloaders costs 1 CP per round loaded.)
Skilled Pistol Magazine User (Once per turn a character can reload a holdout, backup, full-size, or target pistol with a magazine for no CP.)
Pistol Expert (Additional –2 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol that uses magazines or has an internal magazine, –9 to CP cost when clearing a jammed holdout, backup, full-size, target handgun, or machine pistol that uses magazines. When attempting to repair a holdout, backup, full-size, target handgun, or machine pistol that uses magazines, the character gains a +6 bonus. A character also receives +1 damage dice when performing a double tap attack and +2 damage dice when performing an autofire, burst fire, sprayfire, or sweepfire attack with a machine pistol.)
Skill Focus (Athletics)
Skill Focus (Stealth)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Evasion (When making a Reflex Saving Throw, character takes ¼ damage with a successful Saving Throw. Feat may only be used when wearing no armor, light armor, or medium armor.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Skill Focus (Demolitions)
Organization
Fire Team (4 plus 1 sergeant at Character Level 7)

†The equipped standard laser sight, when activated, grants a +1 attack bonus to all single shot attack rolls and a +2 attack bonus to all potshot attack rolls made against any target within the first range increment. This upgrade's attack bonus cannot be combined with a sight that grants any attack bonus(es).

††Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

Possessions

Fatigues (with appropriate camouflage pattern), Backpack, Small Waist Pack, MOLLE Vest (with a Grenade Pouch, with Titanium Plates, and a Quad Large Magazine Pouch), Survival Knife, H&K MP7 (with an Integral Stock, a Red Dot Sight [Balanced Reticle], a Standard Laser Sight, a High Quality Level 3 Suppressor, a Tactical Sling, a Threaded Barrel, and a permanent Vertical Foregrip), Walther P99 (with a Standard Laser Sight, a High Quality Level 2 Suppressor, and a Threaded Barrel), Fragmentation Grenade, Stun Grenade, Tactical Holster/Caddy, Concealed Sheath, 5 30 round MP7 magazines loaded with 30 rounds of 4.6x30mm FMJ, 3 16 round P99 magazines loaded with 16 rounds of 9x19mm FMJ, Professional Radio w/headset (output to headset), Standard Binoculars, Clip-on Flashlight, Canteen (Great Quality Water), Military MRE

Kobold Varmint Hunter (Rural) (Ordinary Level 2)

Varmint Hunter (Small Kobold)

BV 18 **LVL** 2 **CHP** 8 **XHP** 9 **CP** 18

STR	DEX	CON
10	15	10
INT	WIS	CHA
11	12	8

Initiative +2
Defense 13 (+2 DEX, +1 Size)
Touch 13 | Flat-Footed 11
BAB +2
Grapple –2

Attack(s)

Survival Knife (Melee)
2 CP +1 Light attack, 1d4–3/14-18 slashing damage
3 CP +1 Standard attack, 1d4/14-18 slashing damage
5 CP +1 Heavy attack, 2d4/14-18 slashing damage
10 CP +1 Full attack, 3d4+4/14-18 slashing damage
Rossi Ranch Hand Lever Action Pistol (Ranged) (.357 Magnum) (Lever)
60ft, 6r, attacks cost +3 CP when firing from a Prone position, –1 CP when performing Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
4 CP +4 Single Shot attack, 3d4+5 ballistic damage (JHP)
2 CP –2 Potshot attack, 3d4+5 ballistic damage (JHP)
5 CP –3 Double Tap attack, 5d4+5 ballistic damage (JHP)
Taurus Model 17 (Ranged) (.17 HMR) (RDA)
20ft, 8r, 5% Error Range, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks.
4 CP +5 Single Shot attack, 1d4+2 ballistic damage
2 CP –1 Potshot attack, 1d4+2 ballistic damage
5 CP +1 Double Tap attack, 2d4+2 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Blindsight 35', Darkvision 50', Low-Light Vision, Non-Verbal Communication, Receptive Healing, Scent
Saves Fort +0 | Ref +2 | Will +1
Armor
Motorcycle Jacket (2/Slashing; AP 10)
Skills
Acrobatics +6
Athletics +2
Drive +2
Knowledge (Survival) +4
Linguistics (Trade Bant Simp.) +Free
Perception +8 (+12 for scent-based checks)
§Ride +4
Stealth +6
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Manual Action Quickshot (User may perform double tap attacks with lever and pump action firearms.)
Organization
Solitary or pair

Possessions
Casual Clothes (Mild Weather), Backpack, Small Waist Pack, Survival Knife, Rossi Ranch Hand Lever Action Pistol (with a Lanyard), Taurus Model 17, Gunbelt (single holster), Cased Round Bandolier, Concealed Sheath, 18 loose rounds of .357 Magnum JHP (3d4+5/3d4+1 ballistic damage against unarmored/Ba. armored), 24 loose rounds of .17 HMR FMJ, Standard Cellphone, Canteen (Great Quality Water), Bag of Beef Jerky, 1d4 WP in cash

Orcish Alligator Hunter (Rural) (Character Level 2)

Alligator Hunter (Medium Bayou Orc)

BV 20 **LVL** 2 **CHP** 16 **XHP** 18 **CP** 14

STR	DEX	CON
13	12	13
INT	WIS	CHA
10	12	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Field Knife (Melee)
3 CP +3 Light attack, 2d3–2/14-18 slashing damage
4 CP +3 Standard attack, 2d3+1/14-18 slashing damage
6 CP +3 Heavy attack, 3d3+1/14-18 slashing damage
11 CP +3 Full attack, 4d3+5/14-18 slashing damage
Ruger M77 Mark 1 (Ranged) (7.62x51mm) (Bolt)
100ft, 5r, not affected by Error Range due to ammunition.
5 CP +5 Single Shot attack, 5d6+4 ballistic damage (JHP)
3 CP +4 Potshot attack, 5d6+4 ballistic damage (JHP)
Colt Anaconda 6" (Ranged) (.44 Magnum/.44 Special) (RDA) (+1 Mastercraft)
50ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
4 CP +5 Single Shot attack, 3d6 ballistic damage
3 CP –1 Potshot attack, 3d6 ballistic damage
5 CP +1 Double Tap attack, 5d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +1 | Will +2
Armor
None
Skills
**Acrobatics +5
**Athletics +5
Craft (Mechanical) +4
Drive +5
Knowledge (Survival) +4
Perception +7
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Surface Vehicle Operation (Powerboats) (The character is proficient at operating that class of vehicle and takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.)
Organization
Solitary or pair

Possessions

Casual Clothes (Hot Weather), a trucker hat with the name of his favorite country music band on it, Field Knife, Ruger M77 Mark 1 (with a Fixed Stock and a Patrol Sling), Colt Anaconda 6", Tactical Holster, Tactical Sheath, Cased Round Bandolier, 15 loose rounds of 7.62x51mm JHP (5d6+4/5d6–4 ballistic damage against unarmored/Ba. armored), 2 6 round speedloaders loaded with 6 rounds of .44 Magnum FMJ, Standard Cellphone, 2 Bags of Beef Jerky, Full-Sized Truck (with a boat hauler and his favorite Jerry Reed CD), a motor boat, 1d4 WP in cash

Orcish Bank Robber (Criminal) (Character Level 4)

Bank Robber (Medium Plains Orc)

BV 36 **LVL** 4 **CHP** 17 **XHP** 29 **CP** 14 (2 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
10	10	12

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +4
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d6–1 bludgeoning damage (lethal or non-lethal)
3 CP +7 Standard attack, 1d6+2 bludgeoning damage (lethal or non-lethal)
5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (lethal or non-lethal)
10 CP +7 Full attack, 3d6+6 bludgeoning damage (lethal or non-lethal)
Field Knife (Melee)
3 CP +6 Light attack, 2d3–1/14-18 slashing damage
4 CP +6 Standard attack, 2d3+2/14-18 slashing damage
6 CP +6 Heavy attack, 3d3+2/14-18 slashing damage
11 CP +6 Full attack, 4d3+6/14-18 slashing damage
AKM (Ranged) (7.62x39mm) (SL/Auto(M))
70ft, 30r
4 CP +6 Single Shot attack, 4d6+2 ballistic damage
2 CP +0 Potshot attack, 4d6+2 ballistic damage
5 CP +6 Double Tap attack, 6d6+2 ballistic damage
5 CP +3 10R Autofire attack, 4d6+2 ballistic damage
4 CP +6 5R Burst attack, 7d6+2 ballistic damage
3 CP +0 10R Sprayfire attack, 8d6+2 ballistic damage
3 CP +0 15R Sweepfire attack, 4d6+2 ballistic damage, 35ft cone
Taurus Model 608 (Ranged) (.357 Magnum/.38 Special) (RDA)
40ft, 8r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
5 CP +5 Single Shot attack, 3d4+3 ballistic damage
4 CP –1 Potshot attack, 3d4+3 ballistic damage
6 CP +5 Double Tap attack, 5d4+3 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +8 | Ref +3 | Will +2

Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Skills
Acrobatics +3 (+6)
Athletics +5 (+8)
§Drive +7
*Knowledge (Streetwise) +6
Perception +4
*Presence +6 (+8 when Intimidating)
Stealth +3 (+6)
Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Focused Saving Throw (Fortitude)
Rifle Clubber (When executing a buttstroke attack with an assault, battle, carbine, or target rifle the damage is 1d8+STR modifier bludgeoning damage.)
Organization
Solitary, pair, or team (1d3+2)

Possessions

Fatigues, ski mask, Large Duffle Bag, Tactical Vest (with a Cased Ammunition Pouch and a Quad Large Magazine Pouch), Field Knife, AKM (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and a Threaded Barrel), Taurus Model 608 (with a Ported Barrel), Tactical Holster, Tactical Sheath, 5 30 round 7.62 AK magazines loaded with 30 rounds of 7.62x39mm FMJ, 24 loose rounds of .357 Magnum FMJ, Standard Cellphone, 2 Bags of Beef Jerky, Full-Sized SUV

Orcish Bodyguard (Security) (Character Level 3)

Bodyguard (Medium Bayou Orc)

BV 15 **LVL** 3 **CHP** 19 **XHP** 34 **CP** 14 (2 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
10	12	14

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-Footed 12
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 2d6–1 bludgeoning damage (lethal or non-lethal)
3 CP +7 Standard attack, 2d6+2 bludgeoning damage (lethal or non-lethal)
5 CP +7 Heavy attack, 3d6+2 bludgeoning damage (lethal or non-lethal)
10 CP +7 Full attack, 4d6+6 bludgeoning damage (lethal or non-lethal)
Colt Python 4" (Ranged) (.357 Magnum/.38 Special) (RDA) (+1 Mastercraft)
40ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
4 CP +6 Single Shot attack, 3d4+5 ballistic damage (JHP)
3 CP +0 Potshot attack, 3d4+5 ballistic damage (JHP)
5 CP +4 Double Tap attack, 5d4+5 ballistic damage (JHP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +6 | Ref +2 | Will +3
Armor
Concealable Fight Vest (7/Piercing, Slashing, 4/Bludgeoning, 2/Ballistic; AP 50)

Skills
Acrobatics +3 (+5)
Athletics +5 (+7)
§Drive +4
Knowledge (Streetwise) +3
**Perception +7
**Presence +7
Treat Injury +2

Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Toughness (Character gains +4 XHP and +2 CHP.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Improved Brawl (Additional +2 bonus when making an unarmed attack, character deals non-lethal bludgeoning damage equal to 2d6+POW modifier, this feat can increase a natural melee weapon's damage by two damage dice, but that damage becomes non-lethal.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary (plus any client(s)) or team (1d2+1 and any client(s))

Possessions
Business Clothes (Mild Weather), Sunglasses, Concealable Fight Vest, Colt Python 4", 2 6 round speedloaders loaded with 6 rounds of .357 Magnum JHP (3d4+5/3d4+1 ballistic damage against unarmored/Ba. armored), Shoulder Holster, High-end Smartphone, 1d4 WP in cash

Orcish Hog Hunter (Rural) (Character Level 2)

Hog Hunter (Medium Plains Orc)

BV 24 **LVL** 2 **CHP** 16 **XHP** 17 **CP** 14

STR	DEX	CON
13	12	13
INT	WIS	CHA
10	12	10

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
2 CP +3 Light attack, 1d4–2 bludgeoning damage (lethal or non-lethal)
3 CP +3 Standard attack, 1d4+1 bludgeoning damage (lethal or non-lethal)
5 CP +3 Heavy attack, 2d4+1 bludgeoning damage (lethal or non-lethal)
10 CP +3 Full attack, 3d4+5 bludgeoning damage (lethal or non-lethal)
Field Knife (Melee)
3 CP +3 Light attack, 2d3–2/14-18 slashing damage
4 CP +3 Standard attack, 2d3+1/14-18 slashing damage
6 CP +3 Heavy attack, 3d3+1/14-18 slashing damage
11 CP +3 Full attack, 4d3+5/14-18 slashing damage
Remington 870 Express Slug (Ranged) (12 Gauge) (Pump)
45ft, 4r, not affected by Error Range due to ammunition.
4 CP +4 Single Shot attack, 7d6 ballistic damage
2 CP –2 Potshot attack, 7d6 ballistic damage
5 CP +3 Double Tap attack, 10d6 ballistic damage
Ruger Redhawk 5.5" (Ranged) (.44 Magnum/.44 Special) (SA)
50ft, 6r, +1 CP used for all Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
5 CP +4 Single Shot attack, 3d6 ballistic damage
4 CP –2 Potshot attack, 3d6 ballistic damage
4 CP +4 2R Fan attack, 5d6 ballistic damage
5 CP +2 3R Fan attack, 6d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2
Armor
None
Skills
Acrobatics +4
*Animal Handling +4
**Athletics +5
Craft (Structural) +3
Drive +3
Knowledge (Survival) +2
Perception +8
Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Manual Action Quickshot (User may perform double tap attacks with lever and pump action firearms.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Organization
Solitary (and 1 dog) or pair (and 1 dog)

Possessions

Casual Clothes (Mild Weather), a cowboy hat, Field Knife, Remington 870 Express Slug (with a Fixed Stock, a Patrol Sling, and a Slug Barrel), Ruger Redhawk 5.5" (with Fortified Frame), Shell Bandolier, Tactical Holster, Concealed Sheath, 24 loose rounds of 12 Gauge Slug shells, 2 6 round speedloaders loaded with 6 rounds of .44 Magnum FMJ, Standard Cellphone, 2 Bags of Beef Jerky, Full-Sized Truck (with his favorite Statler Brothers CD included), a hunting trained dog, 2d4 WP in cash

Sslythen Insurgent (Adventurer) (Character Level 2)

Insurgent (Medium Sslythen)

BV 33 **LVL** 2 **CHP** 14 **XHP** 17 **CP** 14 (2 to begin moving)

STR	DEX	CON
13	12	13
INT	WIS	CHA
10	12	8

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-Footed 12
BAB +2
Grapple +3

Attack(s)

Tail Whip (Melee)
2 CP +3 Light attack, 1d8–2 bludgeoning damage
3 CP +3 Standard attack, 1d8+1 bludgeoning damage
5 CP +3 Heavy attack, 2d8+1 bludgeoning damage
10 CP +3 Full attack, 3d8+5 bludgeoning damage
Survival Knife (Melee)
1 CP +3 Light attack, 1d4–2/14-18 slashing damage
2 CP +3 Standard attack, 1d4+1/14-18 slashing damage
4 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
9 CP +3 Full attack, 3d4+5/14-18 slashing damage
AKM (Ranged) (7.62x39mm) (SL/Auto(M))
70ft, 30r, +30% Error Range with Surplus ammunition.
6 CP +4 Single Shot attack, 4d6+2 ballistic damage
2 CP –2 Potshot attack, 4d6+2 ballistic damage
5 CP +0 Double Tap attack, 6d6+2 ballistic damage
5 CP –4 10R Autofire attack, 4d6+2 ballistic damage
4 CP –1 5R Burst attack, 7d6+2 ballistic damage
3 CP –7 10R Sprayfire attack, 8d6+2 ballistic damage
3 CP –7 15R Sweepfire attack, 4d6+2 ballistic damage, 35ft cone
Norinco Type 59 (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
5 CP +3 Single Shot attack, 2d4+1 ballistic damage
4 CP –3 Potshot attack, 2d4+1 ballistic damage
6 CP +2 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Fast Healing, Low-Light Vision, Regeneration
Saves Fort +2 | Ref +3 | Will +1
Armor
Concealable Vest (11/Ballistic, 2/Slashing; AP 35)
Skills
**Acrobatics +6 (+9)
**Athletics +4 (+7)
Drive +3
Knowledge (Tactics) +1
Linguistics (Trade Bant Simp.) +Free
Perception +5
Stealth +3 (+6)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Skill Focus (Stealth)
Simple Weapon Specialist (Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary or team (1d4+2 sslythen insurgents plus 1 sslythen insurgent sharpshooter)

Possessions

Faction specific clothing, Backpack, 2 Large Waist Packs, Concealable Vest, Survival Knife, AKM (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and a Threaded Barrel), Norinco Type 59, Tactical Holster, Concealed Sheath, 4 30 round 7.62 AK magazines loaded with 30 rounds of 7.62x39mm Surplus, 3 8 round Makarov magazines loaded with 8 rounds 9x18mm PM FMJ, Standard Radio, Standard Flashlight, Canteen (Good Quality Water), Civilian MRE

Sslythen Insurgent, Sharpshooter (Adventurer) (Character Level 3)

Insurgent Sharpshooter (Medium Sslythen)

BV 23 **LVL** 3 **CHP** 12 **XHP** 18 **CP** 14

STR	DEX	CON
12	14	11
INT	WIS	CHA
10	12	8

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +4
Grapple +5

Attack(s)

Tail Whip (Melee)
2 CP +5 Light attack, 1d8–2 bludgeoning damage
3 CP +5 Standard attack, 1d8+1 bludgeoning damage
5 CP +5 Heavy attack, 2d8+1 bludgeoning damage
10 CP +5 Full attack, 3d8+5 bludgeoning damage
Survival Knife (Melee)
2 CP +5 Light attack, 1d4–2/14-18 slashing damage
3 CP +5 Standard attack, 1d4+1/14-18 slashing damage
5 CP +5 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +5 Full attack, 3d4+5/14-18 slashing damage
Mosin Nagant M1938 (Ranged) (7.62x54mmR) (Bolt)
130ft (195ft with optic) (must spend 6 CP to sight in a target), 5r, not affected by Error Range due to ammunition.
7 CP +8 Single Shot attack, 5d6+2 ballistic damage
3 CP +2 Potshot attack, 5d6+2 ballistic damage
Norinco Type 59 (Ranged) (9x18mm PM) (DA/SA)
25ft, 8r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +2 bonus to Stealth checks to hide this weapon.
5 CP +6 Single Shot attack, 2d4+1 ballistic damage
4 CP +0 Potshot attack, 2d4+1 ballistic damage
6 CP +4 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Fast Healing, Low-Light Vision, Regeneration

Saves Fort +1 | Ref +5 | Will +2
Armor
MOLLE Vest with Titanium Plates (6/Ballistic, Ba. Piercing, 1/Piercing; AP 18)
Skills
**Acrobatics +9
**Athletics +8
Drive +4
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +Free
Perception +10
Stealth +10
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Stealth)
Skill Focus (Perception)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Leading Target (When attacking, a character may ignore the opponent's DEF bonuses due to movement. All other Defense bonuses due to armor, Agility (or DEX), and size still apply unless otherwise noted.)
Organization
Solitary or pair

Possessions

Faction specific clothing, Backpack, Small Waist Pack, MOLLE Vest (with appropriate camouflage pattern, a Cased Ammunition Pouch, Titanium Plates, a Small Magazine Pouch, and a Utility Pouch), Survival Knife, Mosin Nagant M1938 (with a Bayonet Lug, Fixed Stock, a Patrol Sling, an Optic Mount, a 6x Telescopic Sight, and a Threaded Barrel), Norinco Type 59, 10 5 round stripper clips loaded with 5 rounds of 7.62x54mmR Surplus, 3 8 round Makarov magazines loaded with 8 rounds 9x18mm PM FMJ, Tactical Holster, Concealed Sheath, Standard Radio, Standard Binoculars, Canteen (Good Quality Water), 2 Civilian MREs

Sslythen Sniper (Military) (Character Level 4)

Sniper (Medium Sslythen)

BV 27 **LVL** 4 **CHP** 12 **XHP** 24 **CP** 14 (2 to begin moving)

STR	DEX	CON
13	14	11
INT	WIS	CHA
10	12	8

Initiative +2
Defense 16 (+4 Armor, +2 DEX)
Touch 12 | Flat-Footed 14
BAB +4
Grapple +6

Attack(s)

Tail Whip (Melee)
2 CP +6 Light attack, 1d8–2 bludgeoning damage
3 CP +6 Standard attack, 1d8+1 bludgeoning damage
5 CP +6 Heavy attack, 2d8+1 bludgeoning damage
10 CP +6 Full attack, 3d8+5 bludgeoning damage
Survival Knife (Melee)
2 CP +6 Light attack, 1d4–2/14-18 slashing damage
3 CP +6 Standard attack, 1d4+1/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +6 Full attack, 3d4+5/14-18 slashing damage
SVD (Ranged) (7.62x54mmR) (SL)
115ft (140-200ft with optic) (must spend 6 CP to sight in a target), 10r
6 CP (4 with magnified optic) +7 Single Shot attack, 5d6+2 ballistic damage
2 CP (1 with magnified optic) +1 Potshot attack, 5d6+2 ballistic damage
5 CP (3 with magnified optic) +2 Double Tap attack, 7d6+2 ballistic damage
IMI Jerico 942 "Baby Eagle" (Ranged) (9x19mm) (DA/SA)
30ft, 16r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
5 CP +6 Single Shot attack, 2d6 ballistic damage
4 CP +0 Potshot attack, 2d6 ballistic damage
6 CP +4 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Fast Healing, Low-Light Vision, Regeneration
Saves Fort +2 | Ref +5 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills
**Acrobatics +8 (+11)
**Athletics +7 (+10)
Drive +3
Knowledge (Tactics) +4
Linguistics (Trade Bant Simp.) +Free
Perception +7
§Stealth +7 (+10)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Stealth)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)
Leading Target (When attacking, a character may ignore the opponent's DEF bonuses due to movement. All other Defense bonuses due to armor, Agility (or DEX), and size still apply unless otherwise noted.)
Designated Marksman Rifle Expert (Additional –2 to CP cost when firing a DMR with a magnified optic, –9 to CP cost when clearing a jammed DMR, and when attempting to repair a designated marksman rifle the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with a DMR with a magnified optic, the character does not have to spend any CP to sight in a new target.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Organization
Solitary or pair

Possessions

Fatigues (with appropriate camouflage pattern), Backpack, Tactical Vest (with appropriate camouflage pattern, a Grenade Pouch, a Quad Large Magazine Pouch, a Small Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet, Survival Knife, SVD (with a Fixed Stock, a Patrol Sling, a 3-9x Adjustable Telescopic Sight, and a Threaded Barrel), IMI Jericho 941 "Baby Eagle", 2 Smoke Grenades, 4 10 round SVD magazines loaded with 10 rounds of 7.62x54mmR FMJ, 2 16 round CZ 75 magazines loaded with 16 rounds of 9x19mm FMJ, Tactical Holster, Professional Radio w/headset (output to headset), Standard Binoculars, Clip-on Flashlight, Canteen (Exquisite Quality Water), Military MRE

Sslythen Soldier (Military) (Character Level 3)

Soldier (Medium Sslythen)

BV 44 **LVL** 3 **CHP** 14 **XHP** 21 **CP** 14 (2 to begin moving)

STR	DEX	CON
14	13	13
INT	WIS	CHA
10	12	8

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-Footed 14
BAB +3
Grapple +5

Attack(s)

Tail Whip (Melee)
2 CP +5 Light attack, 1d8–1 bludgeoning damage
3 CP +5 Standard attack, 1d8+2 bludgeoning damage
5 CP +5 Heavy attack, 2d8+2 bludgeoning damage
10 CP +5 Full attack, 3d8+6 bludgeoning damage
Survival Knife (Melee)
2 CP +5 Light attack, 1d4–1/14-18 slashing damage
3 CP +5 Standard attack, 1d4+2/14-18 slashing damage
5 CP +5 Heavy attack, 2d4+2/14-18 slashing damage
10 CP +5 Full attack, 3d4+6/14-18 slashing damage
AK-12 (Ranged) (5.45x39mm) (SL/2RB/Auto(F))
75ft, 30r
6 CP +5 Single Shot attack, 4d4+2 ballistic damage
2 CP –1 Potshot attack, 4d4+2 ballistic damage
5 CP +3 Double Tap attack, 6d4+2 ballistic damage
5 CP +1 12R Autofire attack, 5d4+2 ballistic damage
4 CP +5 2R Burst attack, 6d4+2 ballistic damage
4 CP +2 6R Burst attack, 8d4+2 ballistic damage
3 CP –3 12R Sprayfire attack, 9d4+2 ballistic damage
3 CP –3 18R Sweepfire attack, 5d4+2 ballistic damage, 35ft cone
IMI Jerico 942 "Baby Eagle" (Ranged) (9x19mm) (DA/SA)
30ft, 16r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
5 CP +4 Single Shot attack, 2d6 ballistic damage
4 CP –1 Potshot attack, 2d6 ballistic damage
6 CP +3 Double Tap attack, 3d6 ballistic damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +4 Throw attack 5d6 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Fast Healing, Low-Light Vision, Regeneration
Saves Fort +3 | Ref +2 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
**Acrobatics +6 (+9)
**Athletics +7 (+10)
Drive +4
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +Free
Perception +6
Stealth +2 (+5)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when firing an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Skill Focus (Athletics)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Fire Team (4 plus 1 sergeant at Character Level 4) or squad (1d3+8 plus 1 sergeant at Character Level 4-5)

Possessions

Fatigues (with appropriate camouflage pattern), Backpack, Tactical Vest (with appropriate camouflage pattern, a Grenade Pouch, a Quad Large Magazine Pouch, a Small Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet, Survival Knife, AK-12 (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and Threaded Barrel), IMI Jericho 941 "Baby Eagle", 2 Fragmentation Grenades, Tactical Holster, 5 30 round 5.45 AK magazines loaded with 30 rounds of 5.45x39mm FMJ, 2 16 round Jericho 941 (9x19mm) magazines loaded with 16 rounds of 9x19mm FMJ, Professional Radio, Clip-on Flashlight, Canteen (Exquisite Quality Water), 2 Military MREs

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